THE WORLD'S **ONLY** MAGAZINE FOR HAND-HELDS!

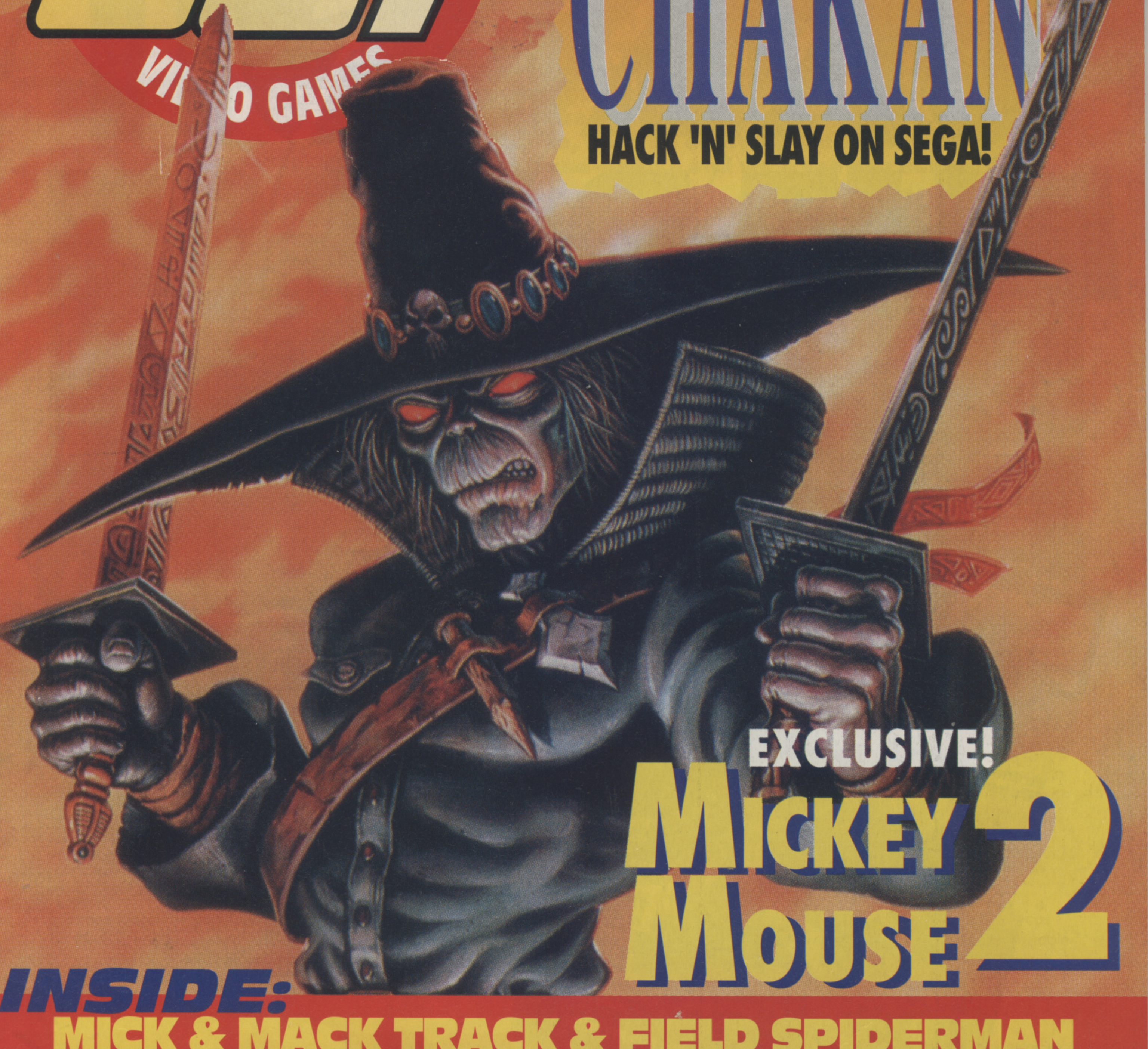
ISSUE 20 JUNE 1993

HAND-HELD GO! VIDEO GAMES

FREE!

CHAKAN

HACK 'N' SLAY ON SEGA!



EXCLUSIVE!

MICKEY MOUSE 2

INSIDE:

MICK & MACK TRACK & FIELD SPIDERMAN
JIMMY CONNORS JOE & MAC BOMBERMAN '93

GAME BOY GAME GEAR LYNX GT

UNLEASH THE BEAST.

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HAND-HELD GO! VIDEO GAMES

GREAT SCOTT! Have we got a line-up for you this month! As usual, GO! has been out and about, grabbing the biggest names in the hand-held gaming world and lining 'em up for the full treatment! This time around, there's the incredible Mickey Mouse 2 on Game Gear, a great conversion of Konami's Track And Field coin-op on Game Boy and, for all you GT freaks out there, not one but TWO reviews for your machine – Image Fight and Bomberman '93!

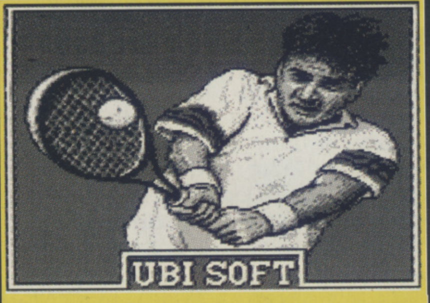
If anyone thinks the portable market is keeping a low profile of late, they must be mad – not only are there a stack of top titles on the way very soon (check out this issue's Previews) but we've also heard about a string of hot games appearing a bit later in the year – keep an eye on News for further info. In the meantime, keep on enjoying the World's Only Mag For Hand-helds – and we'll see you next ish!

PAUL RAND

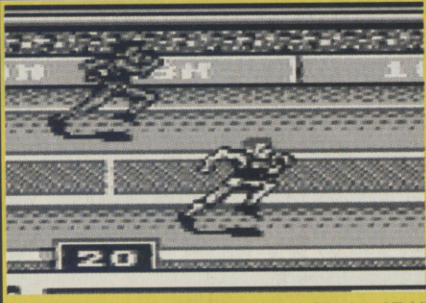
GAMES IN THIS ISSUE!

ISSUE 20 JUNE

Fast food fun awaits in Virgin's Mick And Mack on Gear!



Will it be game, set and match for Jimmy on the Boy?



They're off! Check out Konami's GB convert of Track and Field!

6 MICK AND MACK

Fresh from their successful outing on Megadrive, the McKids get down to some world-saving fun and frolics on Game Gear! A visit to McDonald Land will certainly make your day!

8 TRACK AND FIELD

Buy a big pot of blister cream – button-thumping action storms onto the Boy! Compete in a whole host of different sports events and break records galore in this conversion of Konami's classic coin-op!

13 BOMBERMAN '93

He's one of the most popular characters to hit the GT, and he's back! And this time, he's badder than ever before! Bomberman bursts onto the PC Engine GT!

14 SPIDERMAN

The man in the red and blue body stocking makes a welcome return to the Game Gear in a graphically excellent arcade adventure!!

18 JIMMY CONNORS' TENNIS

There's not a great deal of tennis sims kicking around for the Boy – could this conversion of the smashing Super NES game cause a racket?

20 JOE AND MAC

Video games based on prehistoric times seem to be all the rage these days. Elite have come up with this version of the Data East coin-op – is it good? Or just a load of crud? We find out!

22 CHAKAN

Fresh from his adventures on Megadrive, Chakan makes his debut on the Game Gear! Dole out destruction to the minions of Death in a fine platform hack 'n slay!

24 MICKEY MOUSE 2 – LAND OF ILLUSION

Wahay! Mickey's back on Game Gear in a massive platform caper full to bursting with great graphics and perfect playability – and a load of other Disney characters in cameo roles!

26 IMAGE FIGHT

Two GT games in one issue? That's 'cos this, the second this month for the portable PC Engine, is a beauty of a blast through the cosmos – check it out!

★★

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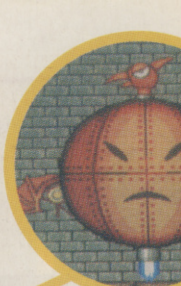
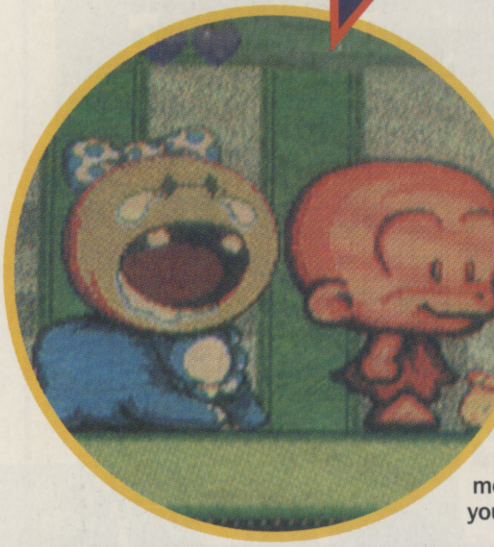
NEWS



THE THIRD KID!

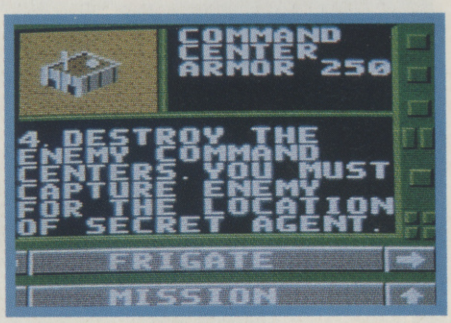


Well smoke my kippers and call me Susan, if this isn't red hot news! PC Kid 3, the long awaited final cart in the excellent Kid trilogy is, as we speak, available on the shelves in Japan! The third instalment is said to be the biggest and best yet, with all kinds of new features, including a wacky two-player mode! The game has been hyped to breaking point in Japan and is living up to its rep by selling out almost instantaneously in shops all across the country.

The only real bit of bad news is that it's not being released in the States for a while, so those of you who own a Turbo Express are a bit stuffed for the minute – but it shouldn't be long before it makes it over the water. The good news however, is that we will be giving it the full GO! treatment next issue. Until then just ogle the screenshots to your heart's content.

MEGA CHOPPER IN GAME GEAR SHOCK

So all you Game Gear owners are well impressed with the sight of Ecco The Dolphin on your hand-held, eh? Well get a load of these screenshots of Desert Strike on Gear then. The game has been pencilled in for release in September, but as you can see, work is well under way. The graphics are looking very respectable indeed, with an exact conversion of the game promised. We can only sit and wait for what should be one of the hottest Game Gear carts for ages.



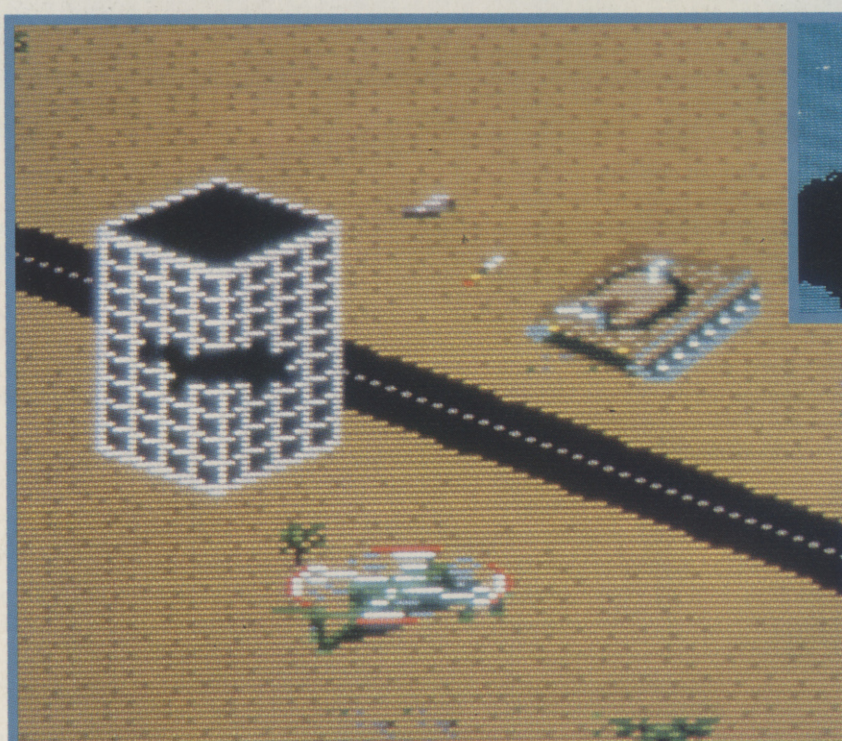
COMMAND
CENTER
ARMOR 250

4. DESTROY THE
ENEMY COMMAND
CENTERS. YOU MUST
CAPTURE ENEMY
FOR THE LOCATION
OF SECRET AGENT.

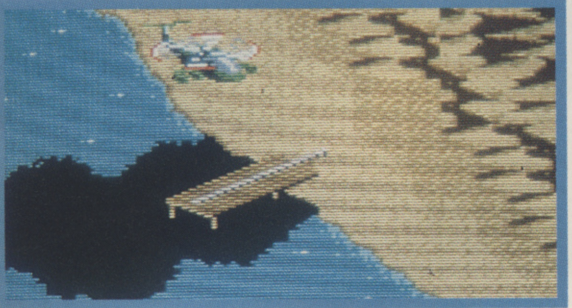
FRIGATE

MISSION

Desert Strike on Game Gear? Cor blimey!



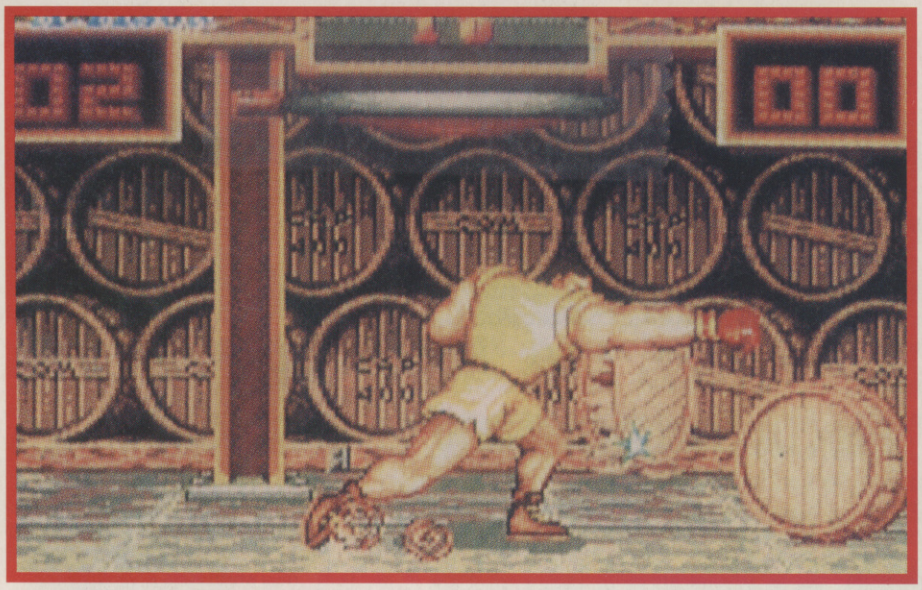
Looks good, doesn't it? Let's hope it plays as well!



Don't swoon – we'll be reviewing it soon!

DINKY DOLPHIN COMING SOON!

All peace-loving Game Gear owners should be well pleased when they hear that the Megadrive smash Ecco The Dolphin is on its way to their machine! The game is a little way off yet, but the sprites are looking superb, with some of the best animation ever seen on the baby Sega. The gameplay is said to be exactly the same as the Megadrive version, with Ecco swimming round looking for his pals. This one should be a stormer, we'll keep you informed.



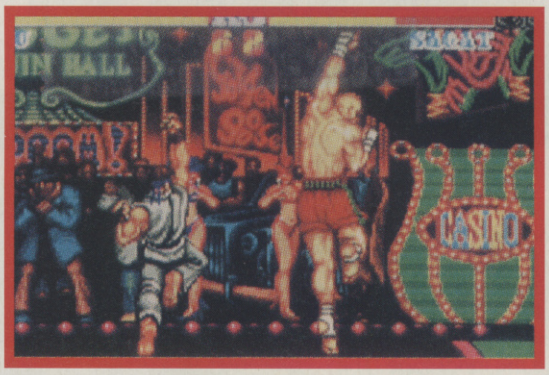
Streetfighter on GT? We can't wait!!!

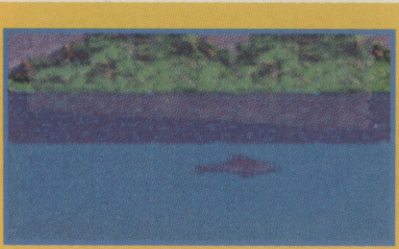
STREETFIGHTER II ON GT – IT'S OFFICIAL!!

Get ready for this! We are talking bigger than Thora Hird's garter, more eagerly awaited than a takeaway Chinese and hotter than Cindy Crawford's...erm... hot bits. What is it? The one, the only, Streetfighter II – on PC Engine GT!

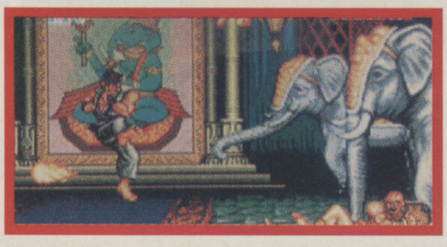
Yes, you heard right, the greatest beat 'em up ever to grace this earth is coming to the Engine very soon. The people behind the game are, of course, none other than those marvellous chappies at Capcom. We're told that the game is very nearly finished and should be available soon on import. There is, however, one fly in the ointment. It comes in the form of a nasty rumour which, if it checks out, could actually be something more like a huge killer bee in the ointment!

Sources close to the development team have said that NEC Japan are exploring the possibility of bringing the game out on a cartridge AND CD! The main problem is that, if the game was to be done as a high memory cartridge, (16 to 32 megabit) graphically the game would be a duplicate of the coin-op, but the sounds and the music would have to be drastically cut down. So the proposal is to put the graphics and gameplay on the cartridge and shove the sounds on a CD. For anyone not owning a Duo, this would be disastrous. The price, too, is not exactly the cheapest ever discussed – it's expected to be over $120! Let's just hope that they see sense and realise that there would be a lot of unhappy GT owners in the world at that price!

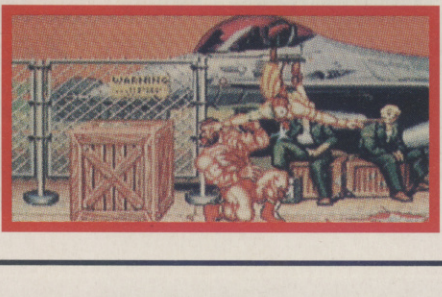




Dolphin-mania, coming to Gear soon!



These boys look even harder than their SNES equivalents!

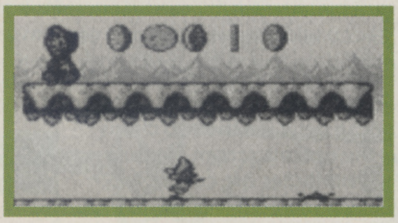


IN THE SUN IN THE SUN

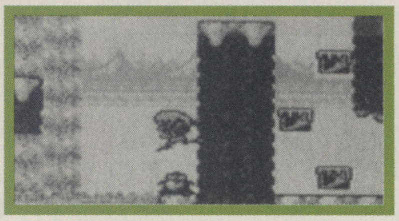
Picture the scene. You're out on the beach, it's a glorious summer's day and your Game Gear runs out of batteries. What do you do? Well, usually you'd be pretty much up sad creek without a paddle, but not anymore, thanks to the latest innovation in battery recharging. It's ingeniously named the Solar Gear and will fully recharge your batteries using a built-in solar panel at the top of the machine. The kit is available in June for the grand total of £34.99. The pack also includes an AC adaptor which you can use when you're being dull at home or it's very cloudy.

AREEBA! AREEBA!

The latest cartoon licence for the Game Boy is the fastest mouse in all of Mexico – Speedy Gonzales! Very little is known about Sunsoft's latest Game Boy cart, other than it's a platform game starring the nippy one in which he must run around, collecting balls of cheese and avoiding the bad guys. A full review of this one's a long way off yet, but watch the preview pages for more news.



Andalay! Eepaa! Eepaa! Speedy's coming!

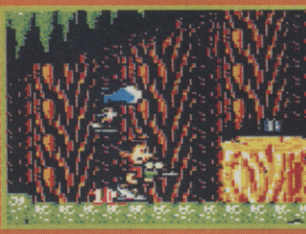


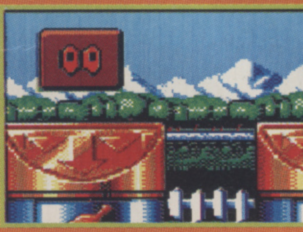
Keep an eye open for Speedy Gonzales!

REVIEW

We've all heard that burgers and milkshakes aren't the healthiest grub in the world, but who'd have thought that they could cause problems of this magnitude? After consuming the said nosh, Mick and Mack were approached by a strange clown in a sad yellow Anneka Rice-esque jumpsuit (it's really Ronald Mac D). The not-desperately happy lad explained to the two chums the woeful tale of McDonald Land. "The problem is," said the red-haired one, "the whole place is being polluted by all kinds of gases and toxic wastes, and you have to help." The two chums looked at each other and Mick replied "Oomph, urrg, cough cough, splurrge". Once Mack had reminded his hapless chum that it wasn't good manners to talk to a mad clown with a mouthful of Big Mac, young Michael told Ronald that they would be only too happy to risk their lives for a land they had never seen – and off they went.

GAMEGEAR BY VIRGIN £29.99



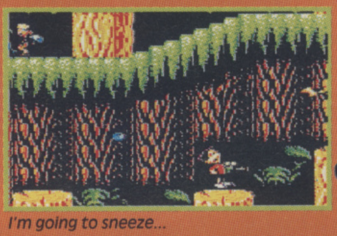


(Top) What exactly is this blue thing above my head?
(Above) It's recycle time, kid.

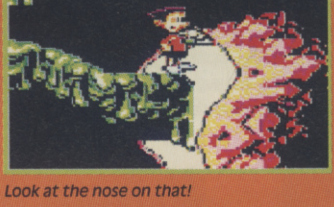
MICK AND MACK
GLOBAL GL

SAD PEOPLE IN ANORAKS

Seeing as McDonalds are sponsoring the game, they obviously thought they'd get as many sneaky little adverts in there as possible. The main essence of the game is to collect as many Maccy Dees logos as possible. You need 30 to exit the level, but if you collect 50 or more you get taken to the bonus stages. The logos aren't hard to find; they've been placed fairly liberally around the landscape. The sparsely scattered ones are easily located, but the groups of five or so are a little more difficult to reach. They're usually right by the edge of a platform, so that your celebrations of collecting the bonuses are cut short by your wailing as you realise that you've just waked off the edge and lost your last life in the process – yoinks!



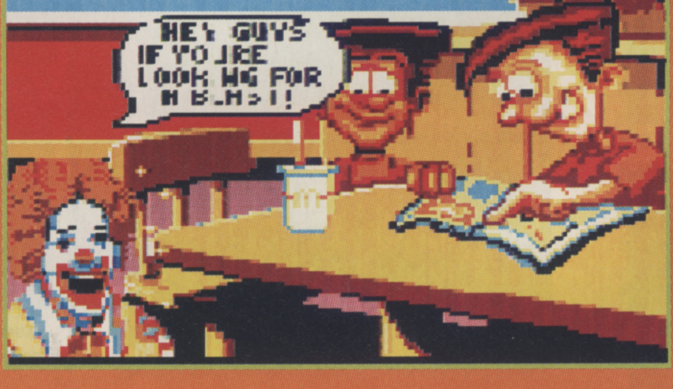
I'm going to sneeze...



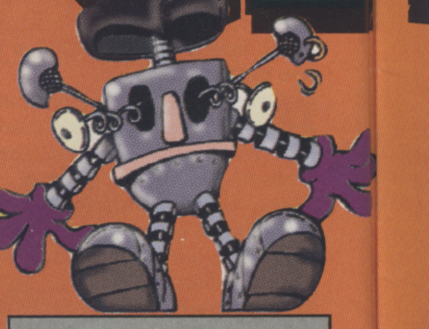
Look at the nose on that!

ANNOYING PEOPLE WITH ANNOYING LEAFLETS

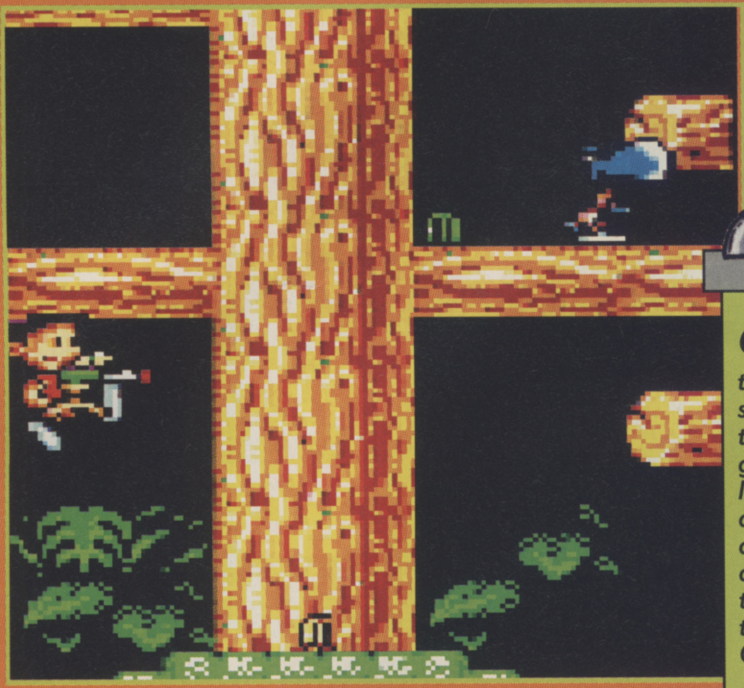
Surprisingly enough, Mick and Mack: Global Gladiators features two great gaming heroes – Mick and, cor blimey, Mack. You get to choose between the two chaps on the options screen. As far as their attributes are concerned, the two don't differ at all. In fact the only difference is that Mick's white and Mack's black. One thing that's worth mentioning about them, though, is the brilliant little animations that Virgin have given them. Leave the lads alone for a while and they'll stand around, chewing their gum and spinning their guns around their fingers, just like in Robocop.



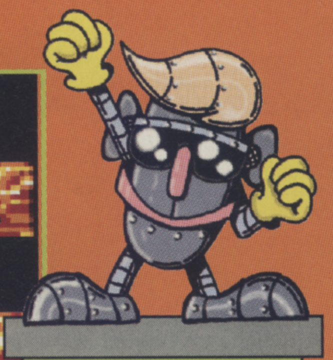
(Right) Hey, it's sad Ronny Mac! Hiya, Ron!



> *Mick and Mack: Global Gladiators is an extremely good example of the platform genre. The game oozes quality throughout, from the superbly animated sprites to the brilliantly graded difficulty level that lets you get just that little bit further every time and then holds you in for just one more game. Who needs new concepts when the old ones are still as great as this?*
>
> **PAUL ANGLIN**



Hurrah! Another 25 points! This land-rescuing lark is a pushover!



> *Brilliant! I kid you not when I tell you that this is an almost spot-on conversion of the brill Megadrive game! Graphics are little short of superb, and gameplay is fast and exciting. Sound's a bit of a joke, though. Overall, a top-quality Game Gear platformer.*
>
> **PAUL RAND**

If you bounce on that metal thing you'll find a horde of Mac D logos up there.

That gunge machine is polluting the world – waste it!

Careful, the green compost heap thing can get you from there.

ADIATORS

Don't run too fast, you can't stop very well on ice.

PLACARD-WAVING SADDIES WITH NOWT BETTER TO DO

McDonald Land is one big place; mind you, it would have to be to hold all those sad McDonalds assistants, so the lads have got their work cut out if they're going to sanitise the place before tea-time. The clean-up job starts off in Slime World and then moves quickly on to the Mystical Forest, where the intrepid adventurers will be faced with such nasties as killer Squirrels and man-eating plant life. From there it's on to such lovely sites as Toxi Town, Ice World – and rumour has it that there's even a bonus stage where you have to battle your way through the sprawling mass of Whitley Bay amusements centre! Each level is made up of three different stages, so it's going to be a long day. At least there's a Big Mac at the end of it.

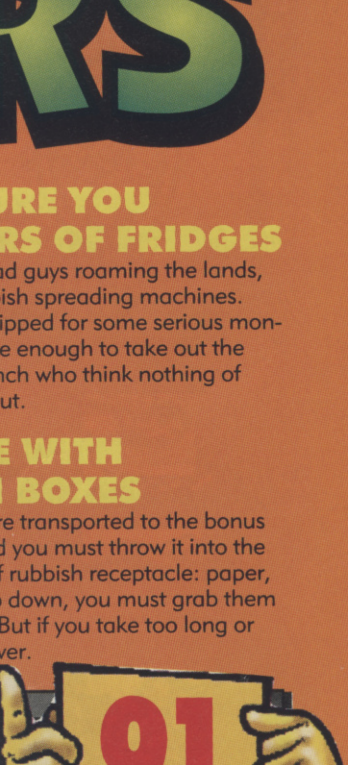
PEOPLE THAT LECTURE YOU ABOUT THE DANGERS OF FRIDGES

There are some hideously mutated bad guys roaming the lands, ranging from gunge monsters to rubbish spreading machines. Ronny has made sure you're well equipped for some serious monster-bashing – your detergent guns are enough to take out the toxic nasties, but they're a sneaky bunch who think nothing of sneaking up behind you to take you out.

NOT-HAPPY PEOPLE WITH EMPTY COLLECTION BOXES

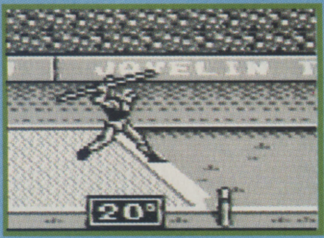
Collect 50 McDonalds logos and you're transported to the bonus stage. Rubbish falls from the skies and you must throw it into the bins. There are three different types of rubbish receptacle: paper, metal and glass. When the items drop down, you must grab them and dump them into the correct can. But if you take too long or you get the bins mixed up it's game over.

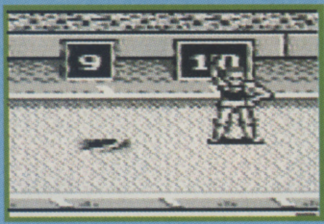
9 LOOK	6 SOUND
8 FEEL	8 VALUE



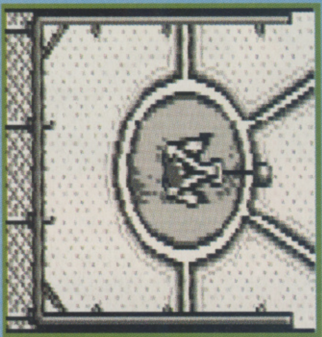
TRACK & FIELD

If you're the type of couch potato who'd rather try and eat an exercise bike than ride one, Konami's latest Olympic cart's for you! We've seen literally scores of athletics games over the years, but Track & Field was the gem that started the ball rolling. The constant button hammering, required by the control method, made the game completely unsuitable for more flimsy joysticks and the genre eventually faded away. However, pummelling buttons is perfect for sturdy consoles and hand-helds, so it's time, once again, to take to the fields!





(Top) This is one world record that didn't stand for long, eh Steve?
(Above) Get out of that sand pit and stop messing around.



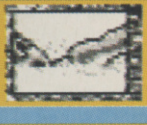
We know it looks rude, but it's an event, honest it is!

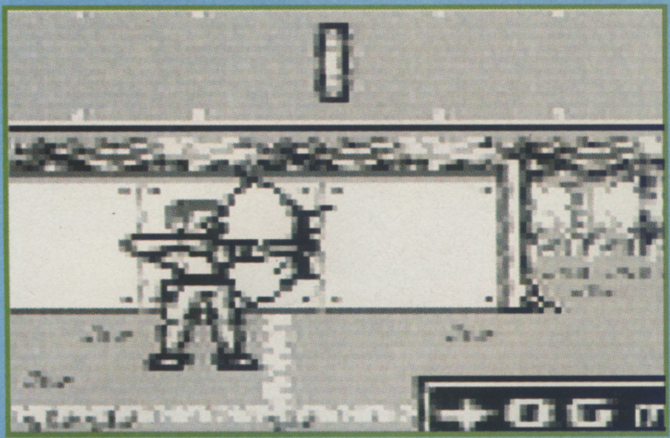
GAME BOY
BY KONAMI
£24.99

HALL OF FAME

Here's a taster of what the CVG boys achieved first time round, before their fingers wore out!

EVENT	RECORD	POINTS	WORLD RECORD
100M	11.15secs	765	9.86secs
Long Jump	8.03m	823	8.95m
Hammer	65.93m	779	86.34m11
110m Hurdles	15.64secs	596	12.92secs
Javelin	101.44m	964	96.96m
Weight Lift	195kg	690	280kg
Archery	42	820	56
Triple Jump	16.23m	723	17.97m
Swimming	57.07secs	699	48.63secs
Discus	58.48m	744	74.08m
Pole Vault	5.52m	840	6.10m
TOTAL	**8,443(3rd)**	**10,000**	





Make sure you've done everything before shooting.

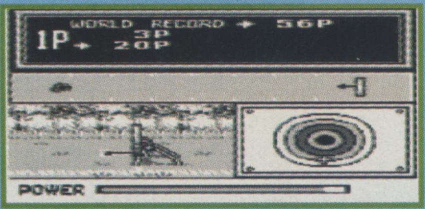
NICE ON THE EYEBALLS

As is the norm with Konami these days, everything's presented immaculately with great music and intro screens. The in-game graphics are perfect and the way such objects as the javelin, hammer and discus trail shadows, plummet into the turf and skim across the grass when they land is excellent. The running sprites are a bit slow at times, in relation to the damage you're inflicting on the buttons, but it's all pretty realistic and pleasing stuff.

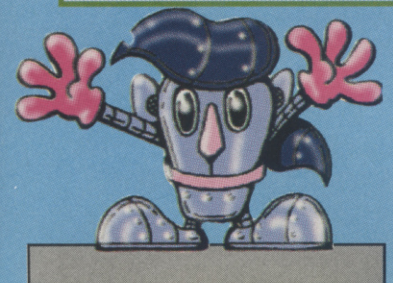
GET DOWN TO IT!

So which events can you expect to break into a sweat with? Well some competitions are easier than others. The 100m glory race is simply a question of repeatedly pressing the buttons as fast as possible to build up speed, and maintaining it to the finish. Similarly, such events as javelin, hammer and discus are exactly the same, with the addition of selecting an angle of trajectory with the joypad; anything released at around 45 degrees should produce a winning throw. Need a bit more depth? Don't worry. Try Archery, Weight Lifting and Triple Jump for size. When you pick up the bow you'll be required to shoot over two distances at a tiny target. Adjust power, trajectory and allow for left and right wind speeds for a bullseye finish!

There goes the fitted kitchen!



One of the toughest events in the game is Triple Jump. Not only do you have to notch up an incredible speed, but you must also change the angle of your jump no less than three times in a few measly seconds!



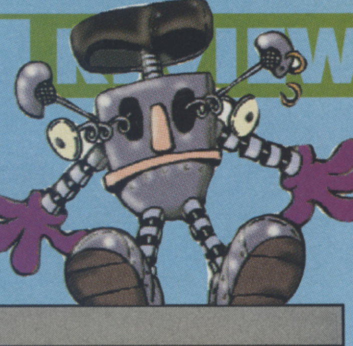
> ***Track & Field's a perfect game for the Boy. With eleven events it's going to take ages for you to master them all, which can only be good news! It's a pity some of the world records are so high. If it was possible to save your personal scores this would have been my favourite game of the month. Limited gameplay but extremely enjoyable while it lasts.***
>
> **STEVE KEEN**

TWO SIDES TO EVERY COIN

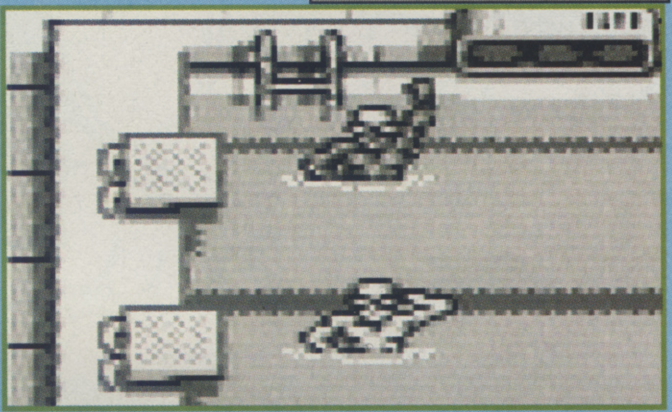
Budding Olympians take note! There are 11 digit-dashing events to cultivate callouses on your finger tips! At the start of the cart you can choose to go for gold in the competition mode, working through each event one by one, or link up with a friend and challenge him directly in the Versus mode. Alternatively, instead of diving in headfirst, it's a much better idea to get a bit of practice in. Each round can be chosen individually and you can hone your skills to masterly proportions before taking on the champions in the real competition.

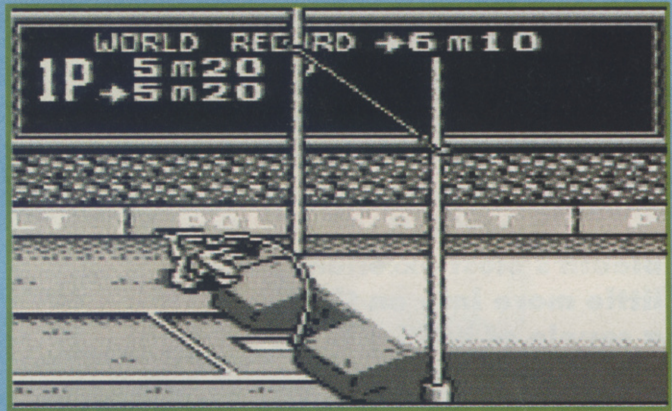
JUST FOR THE RECORD

Every event carries its own scores to be awarded according to how well you perform. To spur you on, the computer displays the world record, which you should aim for to achieve a ball-blistering score. If you don't get anywhere near this first time – and you won't on any of the events – the computer still saves the best time or distance you got. It then displays both records the next time round, so you have two goals to aim for. Most of the world records are ridiculously high, especially Weight Lifting. You'd have to be able to pound the Game Boy through a table quicker than a buzz saw goes through butter to beat the whopping 280kg!

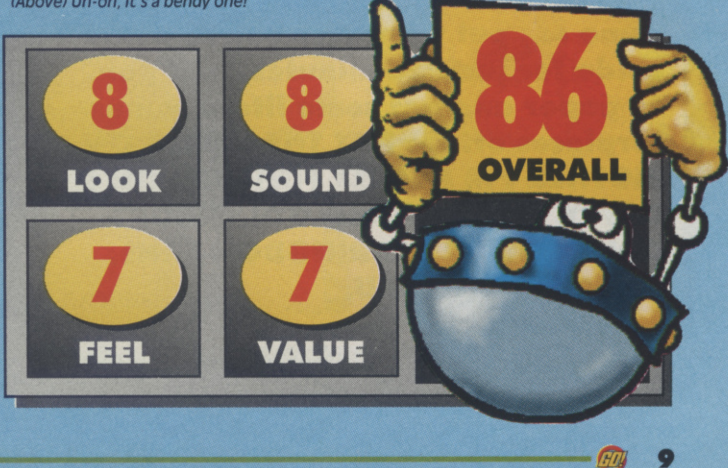


> ***Track & Field has aged really well. Although it's good fun in one-player mode, hook up with a friend and you've got laughs all the way. It's a shame you can't store your world records, but generally this is an old classic converted in true Game Boy style.***
>
> **PAUL ANGLIN**





(Top) You lost this time young Duncan!
(Above) Uh-oh, it's a bendy one!



MAILBAG

Things are brightening up a little in the land of GO! Mailbag! Absolutely tons of 'questions' letters (see Perry Bleuth's most excellent scrawl for a little more info on that subject) and a couple of brilliant, not to mention very funny, scribblings from a few individuals. But these type of letters should be more commonplace, so come on, put whatever you're doing aside for just ten minutes, put pen to paper and get some literary masterpieces off to: PUT THE KETTLE ON MOTHER I'M NEARLY FINISHED ON T' LAVVY, GO! MAILBAG GO!, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

I HAVEN'T SEEN YOU HERE BEFORE

Dear **GO!**,
I'm not going to give you a lot of praise, because by now you're probably sick of it, but I have to say that this is the best mag I have ever read. Now could you please answer these questions for me?
1) Is Race Drivin' coming out on the Lynx?
2) Will there be an adaptor to let you play Master System games on the Lynx?
3) Will Sonic 2 be coming out for the Lynx?
4) Will Test Drive 2 be coming out on the Lynx?
5) Which has the best graphics, the Megadrive or the Lynx?

Richard Hammond, Leeds.

1) Not on the Lynx, but it's coming on the Game Boy!
2) Nope.
3) Are having a laugh?
4) I certainly hope not!
5) The Megadrive, you dozy get!

COULD YOU PASS ME THAT ASHTRAY PLEASE?

Dear **GO!**,
I think GO! is brill and I get it every month. Please could you answer these questions for me?
1) Is Defender Of Oasis worth getting for the Game Gear?
2) What are the best beat 'em ups for the Game Gear and the Lynx?
3) Does the TV Tuner receive very well for the Game Gear?
4) When is Desert Strike coming out for the Game Gear?
5) How many games are there for the Lynx?
6) Is it worth getting a magnifier for the Game Gear?
7) What do you rate Super Monaco GP II for the Game Gear?
8) Is Football Champ out for the Game Gear?
9) What is the best game for the Game Boy, besides the Super Mario ones.
10) Are there any plans for a football simulator on the Lynx?
11) Is this a Mastermind questionnaire or what?
12) Is this the last question?

Russell Parsloe, Derby.

1) Definitely.
2) Streets Of Rage on the Game Gear and Pitfighter on the Lynx.
3) Yes.
4) there's no release date yet, but we're told it won't be long.
5) Loads.
6) You can if you want but there's no real need.
7) 89%.
8) No.
9) Star Wars.
10) Haven't heard of any.
11) Bloody seems that way.
12) Too right it is!

I AM AN A 'N' R MAN FOR WEA RECORDS, MY SWEET

Dear **GO!**,
please could you answer these questions for me?
1) There are rumours that Streetfighter II is coming on a 20 meg cartridge; is this true?

2) Will there be a CD ROM add-on for the GT?
3) Is Final Fight or any other beat 'em up coming on the GT?
4) What percentages did Legend Of Hero Tonma and Splatterhouse get in CVG?
5) Where can I get the complete guide to Consoles volume IV and how much would it be?
6) Which hand-helds have bigger screens than the GT?
7) Any chance of seeing Zool, PC Kid 3 or Dragon Ninja on the GT?
8) Is there any way to get Japanese GT games translated into English because I've wanted to get Populous or some other Japanese games for ages now?
9) Where can I get Legend Of Hero Tonma for the GT 'cos no-one seems to have it?

Andrea Gillespie, Manchester.

PS. Can I see Paul Anglin in his so called expensive trainers?

1) If you told me what machine you were talking about I may able to help you.
2) Don't be sad.
3) There are no plans for Final Fight but Streetfighter II IS coming out, although we're not certain if it's GT or CD, but it's looking likely to be GT.
4) Legend Of Hero Tonma got 88% and Splatterhouse received 91%. But that was a long time ago.
5) There's no back issues left, the best thing to do is to put an ad somewhere and try that.
6) The GT's screen is 3.5 inches square, I'll leave the rest to you.
7) I don't hold out much hope for Dragon Ninja, but we should have PC Kid 3 for review next issue! Zool we're waiting on.
8) Just buy GT games and run them through a convertor which will cost you about fifteen quid.
9) Just ring around the various mail order stockists and you should be able to find a copy.
He says no, because you're bound to support Man Utd and even if you don't he doesn't care.

ARE YOU A PROFESSIONAL DANCER?

Dear **GO!**,
please could you tell me why there is such a small amount of software support for the Lynx? And also why Atari never do any decent advertising for their software? As for new coin-ops being converted, they seem to be obsolete – why?

A. Rustman, Leigh-On-Sea.

Don't ask me, try asking Atari.

CARE TO DO AN INTERVIEW FOR TIME OUT?

Dear **GO!**,
Your magazine is the best hand-held mag ever! It is always great fun to read even though I don't own a hand-held! I am going to sell my Master System Plus and buy a SNES, hopefully a wonderful Lynx as well. Could you please answer the following questions?
1) When will the Lynx 2 be available in Australia?
2) Should I buy a Lynx 1 now or wait for the Lynx 2?
3) How come the Lynx is 16-bit but can't have as many colours on screen as the Game Gear?
4) Does the Lynx 1 take the same cartridges as the Lynx 2?.
5) Please could you rate the following games out of 100%: Dirty Larry, Basket Brawl, Scrapyard Dog, Ice Hockey, Rygar, Slime World, Ninja Gaiden, Pitfighter and Pacland.
6) Is Scrapyard Dog worth buying?
Keep up the GO!od work.

Daniel Lawrence, Western Australia.

PS. When will the Atari Lynx Batman Returns pack be out in Australia?

1) I don't know, try asking various shops, or why not just order one from abroad?
2) The only difference is that the Lynx 2 is smaller, so make your own choice.
3) The Lynx isn't 16-bit!
4) Yes.
5) No.
6) No.

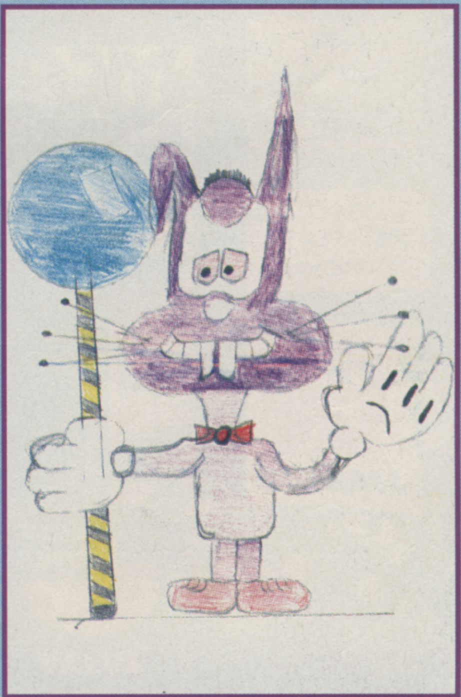
I AM LORD ROMNEY OF PUTNEY. I AM AN ENGLISH LORD

Dear **GO!**,
All you ever seem to get these days is letters asking you loads of different questions. So I thought I'd write you a nice, friendly, lively (not to mention witty) and informative letter to liven your pages up a little. So how's life at GO! Towers these days? I hope you're all having fun playing all those latest and greatest releases on every hand-held around (that was the friendly bit). And how's that other mag that comes free with GO!, what's it called now? Um, errm, oh yeah, CVG, that's the one! Hope everything's going well with that, it's probably one of the best freebies I've ever seen (that was the witty bit in case you missed it). Everything's happening down here in sunny Devon; the caves are being searched for evidence of a conspiracy involving that woman off the Ambrosia creamed rice advert, the cat off the squirty cream advert and the lass in the bikini off the Bio (that's the Yogurt one) advert. I tell you now it's mayhem down here (that was the lively bit)!

Well the hand-held universe seems to have run aground somewhat as of late. I mean, yes there have been new releases sprinkled across the four hand-held formats, but I can't remember there being a particularly big release on hand-held since Super Mario Land II on Game Boy! Mind you though, what's this about PC Kid 3 coming to the GT? Sounds as though it could be great (yes I do own a GT, so that should cheer up Anglin). Well, on that informative note, I shall bow out and wish you all a merry Yuletide (I like to be first you see) and many more happy issues to come. Bye.

Ryan Bartley, Devon.

Now this is what GO! Mailbag should be all about! Thank you Ryan for showing all these others just what a real letter should consist of: a bit of praise directed towards the world's only mag for hand-helds, a lot of laughs and a good dig at the industry cunningly sneaked in there at the end. Let's have more of this please, so that I don't have to sit and praise the occasional one to the high heavens, because it's so against my nature. In the meantime though, thanks again Ryan and were I to have a software prize to give away this month it would be winging it's way to you right now, but I don't, so it isn't – sorry! Keep sending 'em in though and, hey, you never know!



Who needs Sonic The Hedgehog when there's Lollypop Larry available to take on the world? Thanks very much to John Liney of Leicester for this, erm, great piece of artwork!

MEAN MACHINES IS REALLY GREAT

And that's our totally unbiased opinion

THE UK'S NUMBER ONE SEGA MAGAZINE
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NOV NO 2
EXCLUSIVE! JAMES BOND
EXCLUSIVE! ROAD RASH 2
'AVE SOME OF THAT!
SONIC 2 REVIEWED
STREET FIGHTER II RELEASE DATES ANNOUNCED INSIDE!

Well, alright, maybe we are a teeny bit influenced, but let's face it, what other mag gives you such hot news, such stunning previews and as many fantastic in-depth reviews of the latest games as MEAN MACHINE SEGA does?

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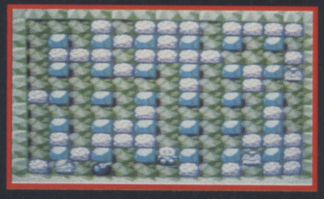
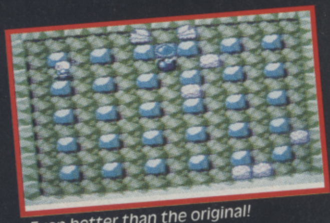
THIS MAGAZINE COMES WITH AN AMAZING SONIC II PREVIEW VIDEO CASSETTE

MEAN MACHINES really is that good and it's in all good newsagents now priced £2.50

Will there ever come a day when evil villains decide to give it all up in favour of getting an honest job, instead of stealing your girly and holding her to an extremely high ransom? This time, it's poor old Bomberman's lass who's been blagged by the bad guys and, as usual, the only way he can get her back is by confronting the evil doers face to face.

But, not being best pleased with the prospect of getting caught red-handed, the kidnappers have hidden themselves deep in a labyrinth of mazes. So, along with his bottomless pouch of bombs, the man Bomber sets off in search of his lovely!


Bomberman gets down to business!

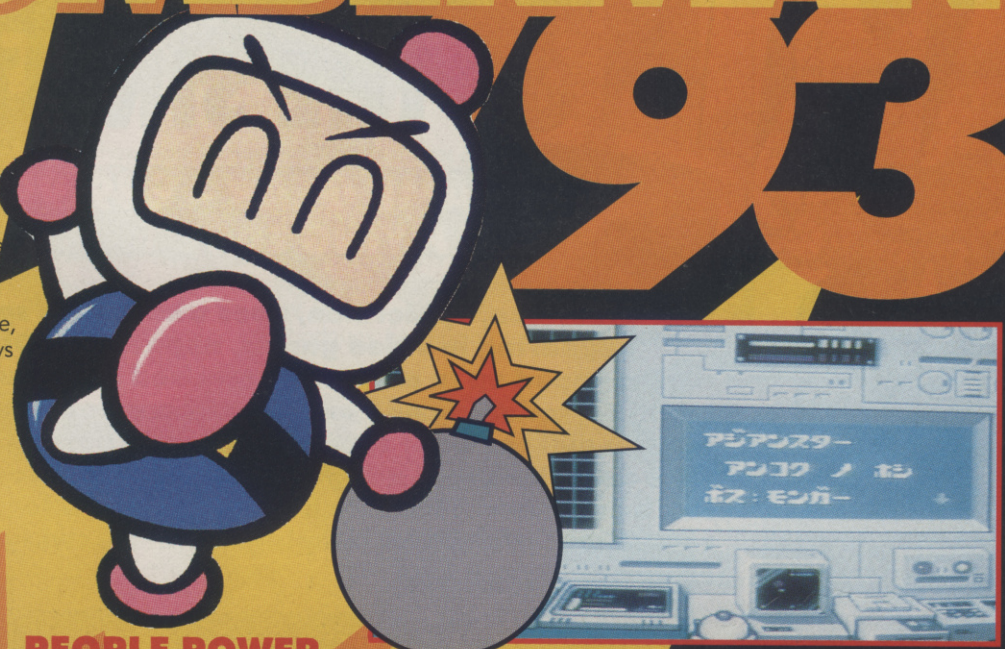

Even better than the original!

PC ENGINE GT BY HUDSON SOFT £29.99

BOMBERMAN '93

DEJA VU

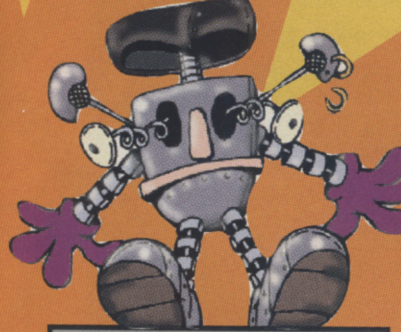
Bomberman's first appearance came on the PC Engine in 1990. This was a little before the GT's time, but it made a real impact on the home machine. The game wa pretty much left alone, until 1991. This saw the release of Dynablaste on the Amiga. As regular readers CVG will know, Dynablaster is, in fact, Bomberman with a new name, and the game received rave reviews everywhere. Next up is the SNES version, which will be sold with the new five-player multi tap adaptor, for some real multi-player action.


アジアンスター
アンコク ノ ホシ
ボス：モンガー

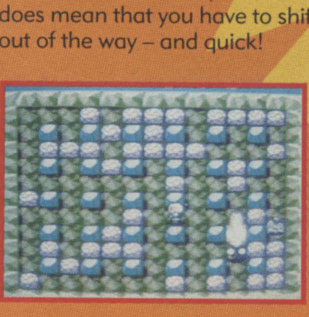
PEOPLE POWER

Seeing as the odds are heavily stacked against Bomberman, it's only right that he should get the occasional bit of help. Blowing up certain blocks will reveal power-ups; these range from bomb upgrades to speed-up boosts. Although there aren't many to be found on each stage, they can really help you out of a tricky situation. One of the better collectibles is the flame; this increases the range of all your bombs, which helps when you've got a lot baddies on-screen, but it does mean that you have to shift out of the way – and quick!

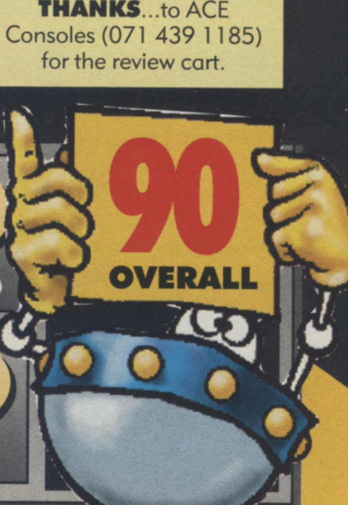
THANKS...to ACE Consoles (071 439 1185) for the review cart.



> *This is a great sequel! The graphics are still very simple and the gameplay is still absolutely stunning! The ultimate multi-player game – get hooked up right now!*
>
> ***PAUL ANGLIN***



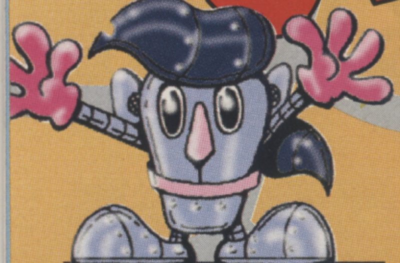
7	8
LOOK	**SOUND**
9	9
FEEL	**VALUE**



90
OVERALL

SPIDERMAN

RETURN OF THE SINISTER SIX



GAME GEAR – £29.99

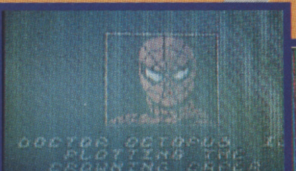
BY FLYING EDGE

Spiderman, Spiderman, does whatever a spider can... including appearing in video games, apparently. Ol' Spidey has cropped up in more computerised adventures than we care to mention, including one previous Game Gear escapade. But now that an evil sextet of super-villains has got together, they plan to take over the world and your friendly neighbourhood Spiderman has been called back into hand-held action for this sequel, which comes in the form of a jumping, fighting, swinger of a platform romp-o-rama. Go for it!

> *At first glance, Spiderman looks like yer everyday Rolling Thunder rip-off, but the classy character control does a lot to set it apart from the crowd. Scaling walls and swinging from webs is a laugh, if a little difficult to get used to, and if there's anything that lets the game down it's the rather samey feel to the levels that sets in after a while. Nevertheless, it's one of the better Game Gear platformers, and has some great music too!*
>
> ***STEVE KEEN***

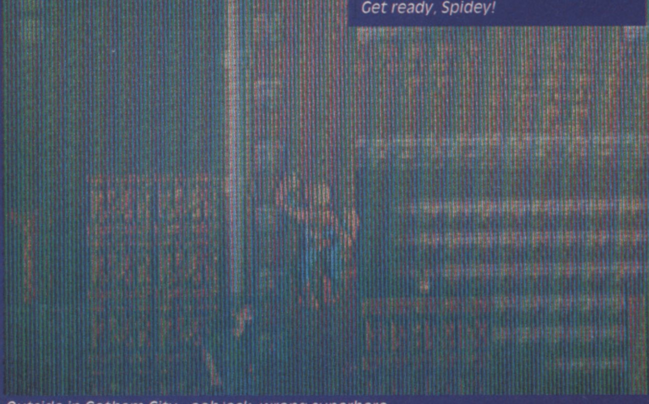
THE STORY SO FAR...

The devilish Doctor Octopus has assembled five of the world's most evil super-villains to help him in his plan to conquer the Earth – Electro, Hobgoblin, Mysterio, The Sandman and The Vulture have joined forces and Spiderman is the only one who can stop them. That's about all there is to the story and, to be honest, it's all that's needed as the game's a fairly formulaic platform romp with each super-villain ruling over each of the seperate levels. And of course, there's the inevitable big boss showdown once you've battled your way through to the end of each stage. Have you got what it takes?



DOCTOR OCTOPUS
PLOTTING THE
CROWNING
OF HIS CRIMINA

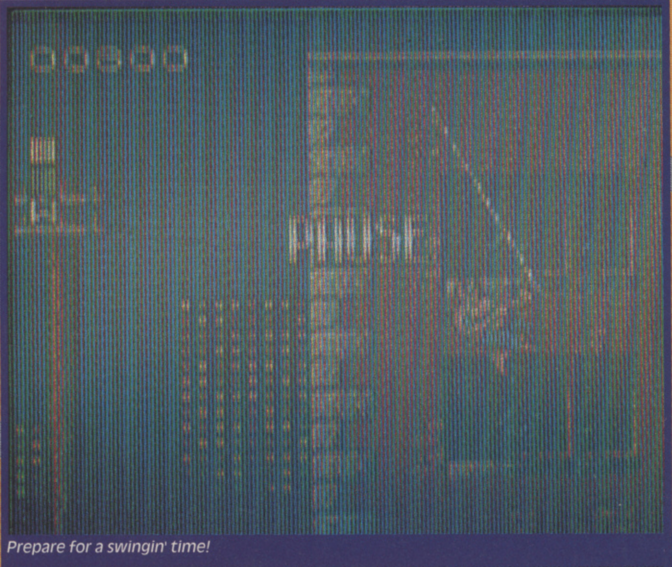
Get ready, Spidey!



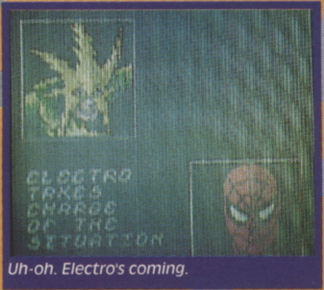
Outside in Gotham City...ooh 'eck, wrong superhero.

A SWINGIN' TIME!

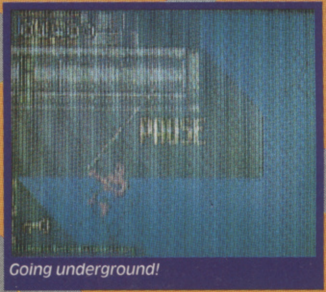
Although the platform action isn't particularly original (imagine Rolling Thunder with Spiderman in it and you're halfway there), the player's control over the web-slinging hero gives the game a slight edge over most other platformers. What with all that spider flob flowing in his veins, Spidey can climb just about any vertical surface (including walls, lamp-posts and the like) and throw stringy webs to swing from like a trapeze artist. His jumping ability is also a bit good – he can leap right over gun-toting baddies and across yawning chasms with a spectacular somersault!



Prepare for a swingin' time!



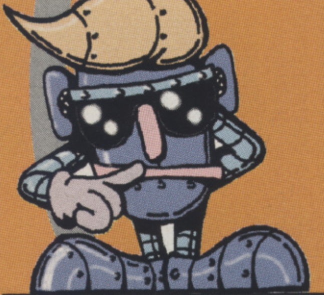
Uh-oh. Electro's coming.



Going underground!

ALRIGHT FOR FIGHTING

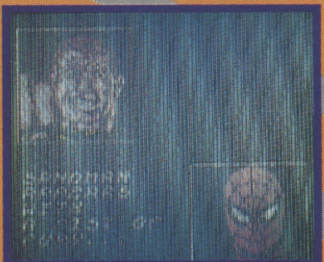
Spidey has some limited martial arts moves at his disposal (kicks and punches and so on), but these moves are only any good against baddies at close range. Fortunately, there are plenty of handy pick-ups available that, once collected, allow Spidey to hurl deadly projectiles at his adversaries across the screen. However you choose to fight, you'd better be good at it, as Spidey has only one life and if he takes too many hits, it's curtains for our web-slinging pal – and with only a few continues, Spiderman could have quite a tricky time of it.

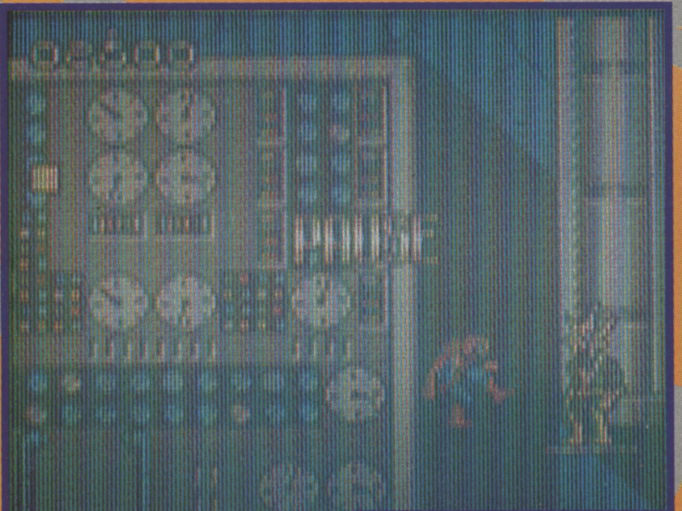


> ***Spiderman isn't a bad game by any stretch of the imagination, but haven't we seen oh-so many of these games before on the Gear? Spidey's web-slinging antics add some variety to the action, but for the most part this is a familiar retread of tried-and-tested platform game formulas. It's by no means a disaster, and if you're into this sort of thing, Spiderman should keep you satisfied, but don't expect anything radical here.***
>
> **PAUL RAND**

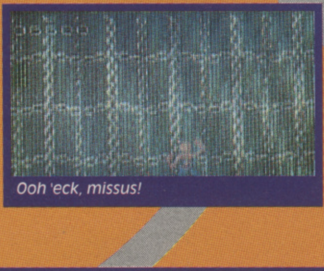
IT'S ELECTRIFYING!

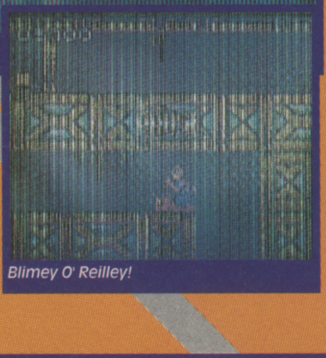
In order to vanquish each member of the Sinister Six, Spidey must locate and penetrate each super-villain's fortress – but watch out for their defence systems! For example, on the first level against Electro, the baddy's lair is protected by all sorts of shocking devices; electrical thunderbolts, voltage generators and so on. When you finally encounter Electro he's strapped to a huge power machine, charging up for his ding-dong with you. Shut down the device to free him and begin the battle, but watch out – he's got a flying skateboard!
r

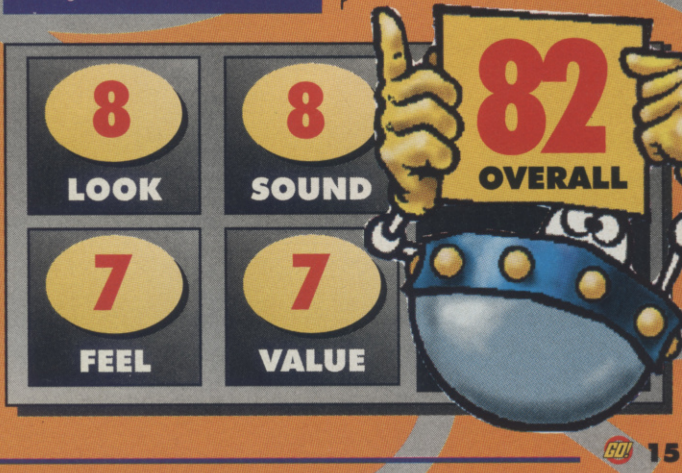

He's a big lad!

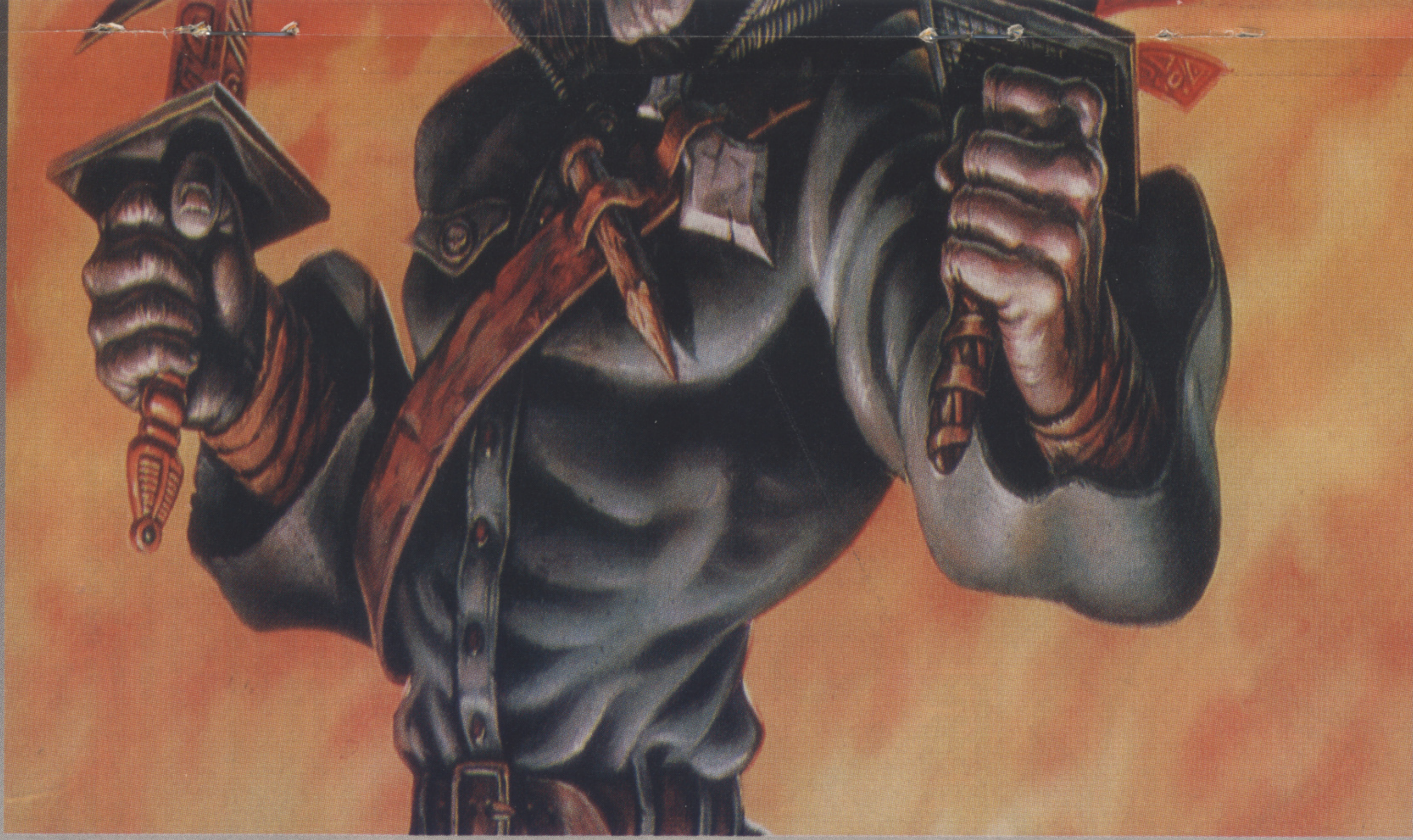


Kick some electric ass!


Ooh 'eck, missus!


Blimey O' Reilley!


8 LOOK
8 SOUND
7 FEEL
7 VALUE
82 OVERALL

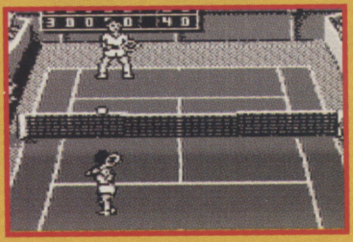


CHAKAN

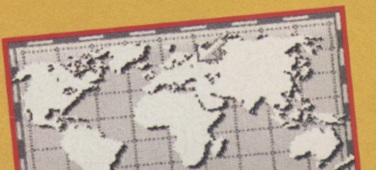
AROUND THE WORLD IN 16 WAYS

Take Jimmy's hand and follow him to the tennis ball machine for a bit of practice! Pick either 100, 200 or 300 balls to pound back over the net at the serving machine. There are three speeds, but be advised, advanced is impossible! Quite what you're supposed to practice is also a mystery. The arm sweeps across the court from left to right, spitting out about four balls every cycle and you're supposed to return them with only two buttons to chose from – hardly stretching your skills to the limit! There are also 16 countries to train in, but I can't see what difference this feature makes to the gameplay;, but it does allow you to see what other tournaments are on offer .

JIMMY CONNORS' TENNIS

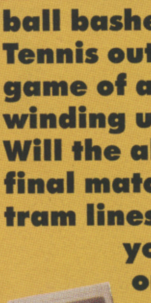


Oh dear! 40-Love down in the first game.

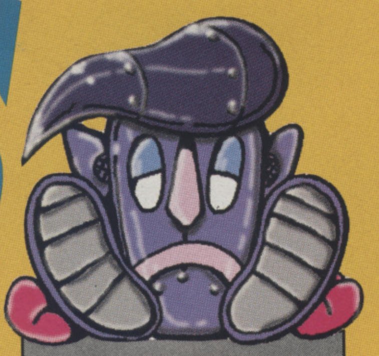


Practice wherever you want, not that it makes any difference!

Andre Agassi? Doh! Titchy tennis fans favour the efforts of top racketeer Jimmy Connors. Ubi Soft's gigantic ball basher has already smashed Super Tennis out of the running for best tennis game of all time on SNES, and now it's winding up a big first service on the Boy. Will the all-conquering monster win the final match point? Or will it end up on the tram lines, skidding into obscurity? Grab your half-time barley waters, pull on your Nike pumps and drag your grandma out onto the GO! Centre Court to find out!

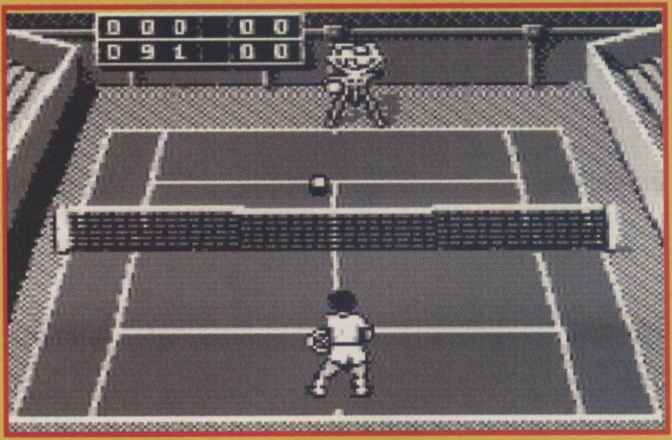


GAME BOY BY UBI SOFT £24.99

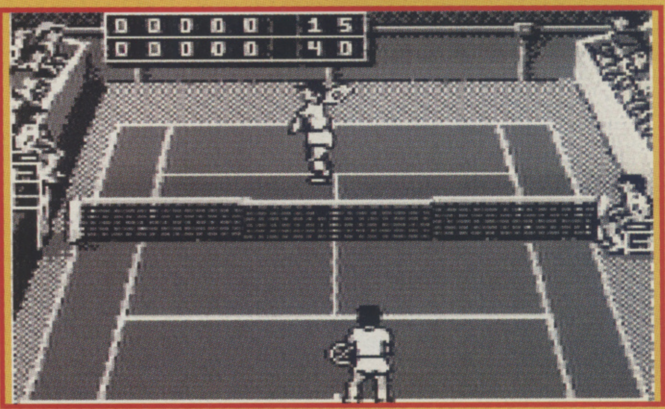


‘You won't have to go far to find SNES fans of Jimmy Connors Tennis, but it would be easier to find an amoeba in a bag full of sawdust than to find someone who'd appreciate this game Boy version. From the infuriating music and foul sound effects to the mind-numbingly slow gameplay and lack of controls (only two; lob and hit!) and the lack of any variety in on-court action. This game sucks.’

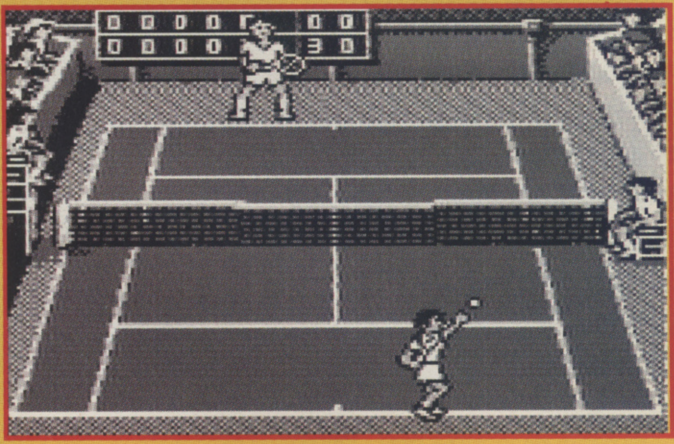
STEVE KEEN



This is for the slow boys among you.



At last! Some human opposition!



Serving's a doddle – just hit A or B.

TRIUMPHANT SPRITES

Tennis sprites are amongst the hardest to draw accurately in the known universe and NMS Software have done a grand job rendering Jimmy and his pals on the tiny screen. However, the room for sprite detection error has really been given an exceptionally wide berth. You only have to get within a vague distance of the ball to hit it back over the net. On the other hand, when you're playing at the top of the screen, your player tends to flop about, trying to smack at a ball that isn't really in front of him at all, but then again most tennis games suffer from this problem slightly.

WHO WANTS A CUPPA?

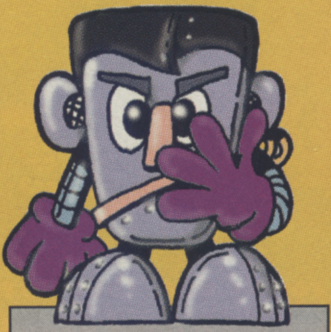
Once you've familiarised yourself with the awesome lack of controls – lob and hit – you're ready for the big time. Play commences in Australia and every round has to be won if you want to get onto the next. Some of the exotic places you'll visit are Russia for the Moscow Kremlin Cup, Germany for the BMW Open, Belgium for the Brussels Indoor Open(!) and, of course, Wimbledon in Merry Olde England. The scenery doesn't change but the competence of players does – if you can stand to play for longer than a couple of matches that is. If not, you can save your tournament position and return later.

HORSES FOR COURSES

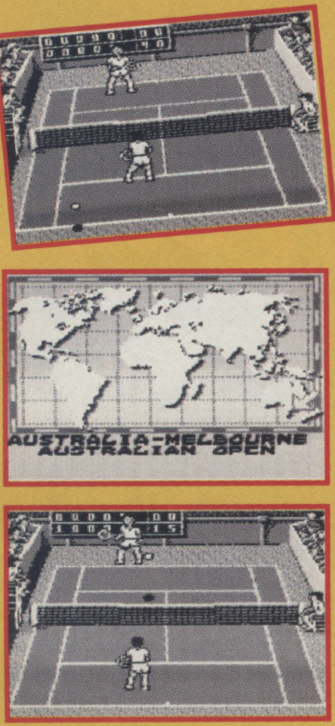
Jimmy Connors' Tennis appeared on the Super Nintendo to tumultuous praise throughout games land. Its emergence as a rather, to put it bluntly, crap Game Boy title must be sending shock waves of fear though NES users' underpants as we speak. There's no reason why Lynx, Game Gear and Master System versions shouldn't follow and we can but pray that they are slightly more enjoyable than this extremely poor effort! Come on Ubi Soft, why-oh-why have you let us down so badly? You know the old saying; 'If a game's worth doing, do it well. If not, don't try and rake in a few quick shekels and do a runner with the dosh!'

WHAT A BUMMER

Don't go pawning the family silver just yet – Jimmy Connors on Game Boy is nothing like its console counterpart. The computer guides every serve into the court so that it's absolutely impossible to knock one out; this means that one of the most exciting and tension building aspects of the game has been totally erased. Another let down is the terminally boring gameplay. Two players can stand in front of each other for hours, just tapping the ball over the net. The first person to try something new and adventurous is bound to lose the shot, but it's either that or fall asleep!



> *'Jimmy Connors is supposed to be sprightly, even if he is a bit of a geriatric these days. These guys move around the court like they've got pineapples shoved up their bottoms! Try and produce a winning shot and you'll almost always lose the point. Stand head-to-head for a rally and you could fall asleep on your feet! No thanks, I'll stick to its bigger SNES brother for my sporting action.'*
>
> **PAUL ANGLIN**

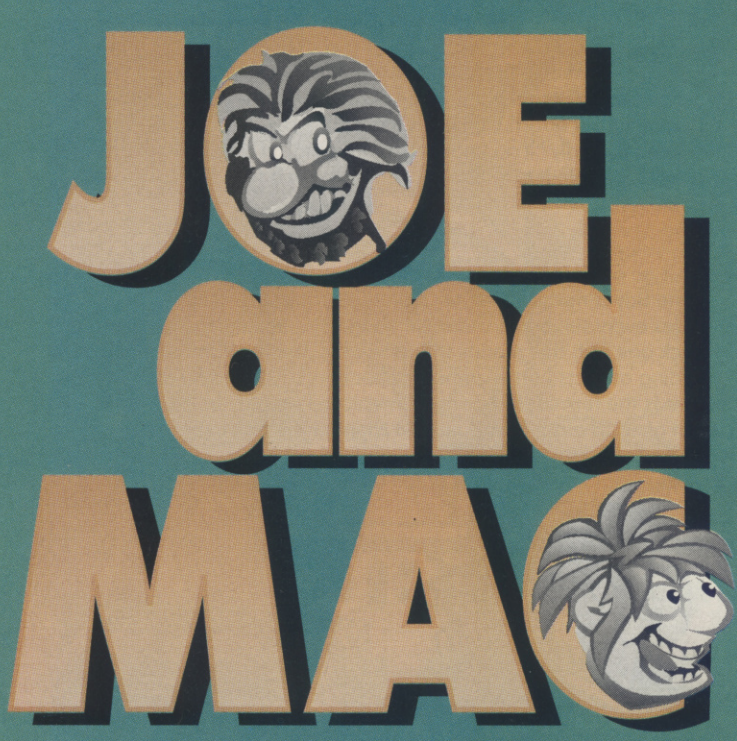


(Top) How did that one slip past me?
(Middle) Will you be the master of all you survey?
(Above) High and hard, it's anyone's ball.

6 LOOK	4 SOUND
5 FEEL	5 VALUE

50 OVERALL

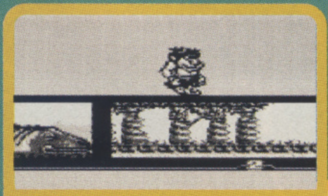
JOE and MAC



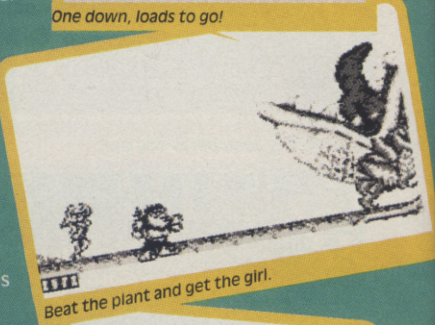
Joe and Mac are a rowdy duo. They're the kinda guys who give Millwall supporters a good name! The year's somewhere in the B.C. period, you know, that mythical time when Neanderthalic man actually inhabited the Earth at the same time as the dinosaur, regardless of what the eggheads claim! The primitive males have lost their gals and, rather than clubbing fresh ones over the bonce and dragging them back to their caves, they set off across the wilderness to find the lost ones. It's not long before they come across the hostile tribes that share the plains and more than a few monsters. So are the femmes worth loosing sleep over, or even a few stone axes? Read on, betcha can't wait to find out!

BUM CENTRAL!

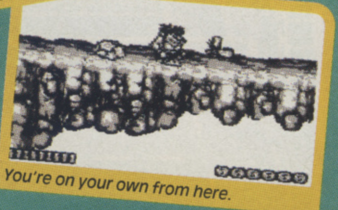
Just quite how many levels you're required to trudge through is not quite clear, but one thing's for sure, you're not going to find out in a hurry. Not that the game's hard, but I've come across easier tasks set at the Institute Of Biological Research Into The Curing Of Male Pattern Baldness! Simple platform games are never much fun, but when they're as fiddley as this one the frustration factor virtually wipes any trace of enjoyment from the cart. The screen is really blurred and far too dark, but the real bummer is the strange arc that your weapons fly in when they're propelled towards the enemy. There's nothing worse than having a seven foot tall baby Trianosaurus charging down on you, whilst your boomerangs swirl around the top of the screen while you're getting flattened!



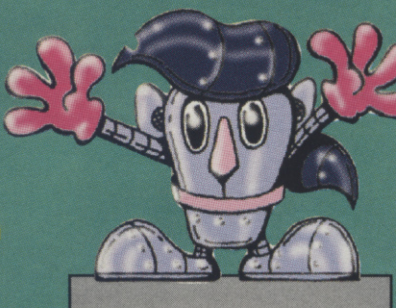
One down, loads to go!



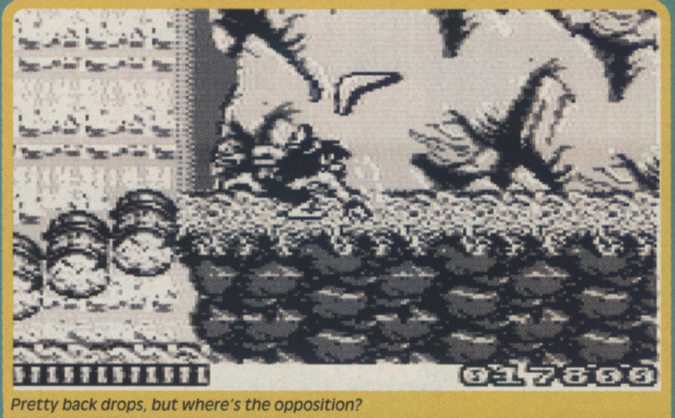
Beat the plant and get the girl.



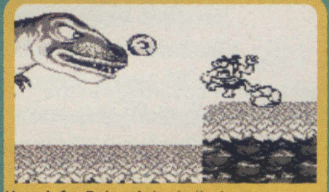
You're on your own from here.



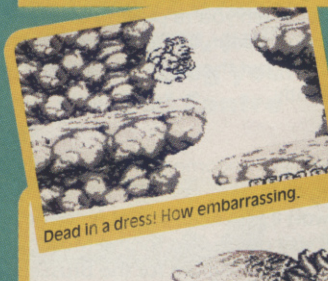
GAMEBOY – £27.99
BY ELITE



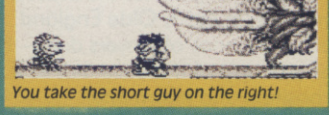
Pretty back drops, but where's the opposition?



Hurrah for Polo mint missiles!

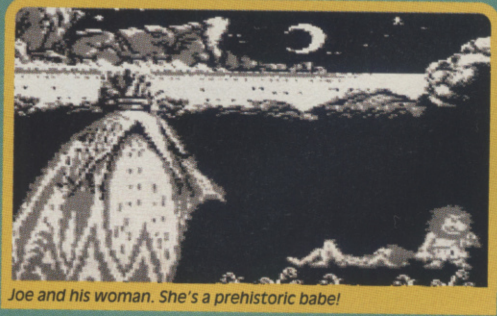


Dead in a dress! How embarrassing.



You take the short guy on the right!

> *There's a lot of effort gone into Joe and Mac, so it really pains me to say that the game's a bit of a flop. The screen suffers from blurring really badly and there's so much detail packed into each level that it's almost like playing in the dark most of the time. Frustrating sprites and weapons that don't perform, plus dark visuals made me give up early. If you're overloaded with patience though, take a look.*
>
> ***STEVE KEEN***



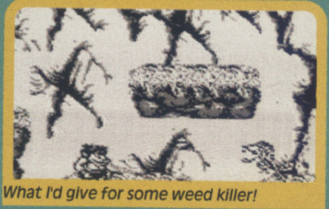
Joe and his woman. She's a prehistoric babe!

THE BIGGER THE BETTER

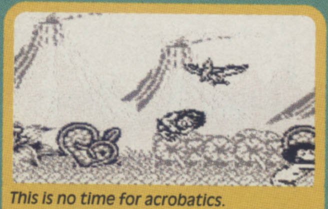
Some of the smaller touches in the game are quite superb so it's a shame the main game's such a dodo. All the animals are really well animated and loaded with humour. Some of the cavemen try to creep up on you inside bushes and then leap out at the last minute, whilst others pedal onto the screen inside Flintstones type wood and stone machinery, with big grins on their faces. On the first level Joe starts to walk up a big hill only to discover that when he gets down the other side it's actually the back of a massive Tyrananosaurus Rex! Brilliant.

DOWN TO BUSINESS

The sprites are incredibly well drawn with a lot of detail. The main characters stand and wave at you if you leave them alone too long, whilst other hostile cave dwellers appear to run up to you, smack you over the head and run away naked and screaming! Other brilliant weirdoes are bomb dropping helicopter cavemen, pterodactyls, seed spitting plants and boulder hurling tribesmen! The best way to fend them off is to creep along the screen and take them one at a time. Most of these prehistoric pests will drop fruit and hamburgers(!) to give you more energy, but sometimes they'll produce fizzing bombs for an extra special surprise!



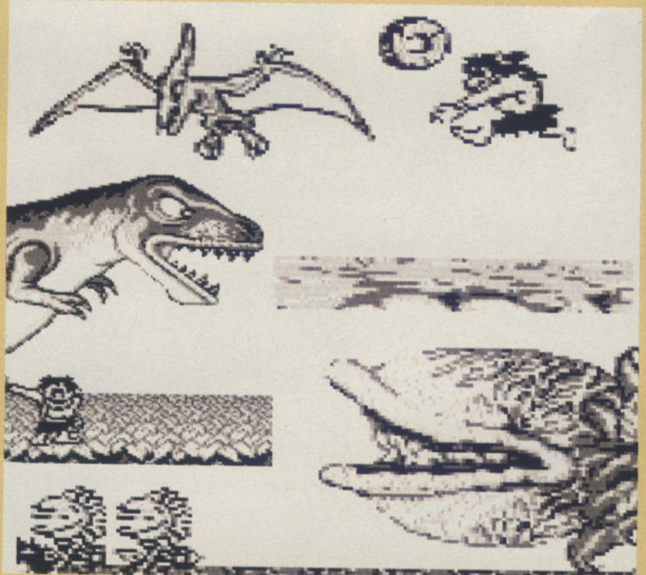
What I'd give for some weed killer!

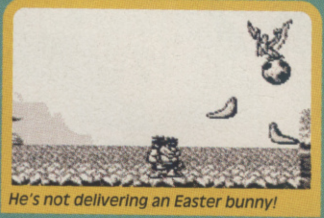


This is no time for acrobatics.

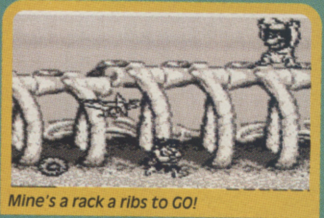
ALL CREATURES GREAT AND SMALL

Of course, in a dinosaur game, it would take a brave programmer to leave out end-of-level monsters and thankfully, these boys were far too scared to do that! A wide variety of huge dinos cover most of the screen and certain monsters, such as the massive Little Shop Of Horrors plant and giant pterodactyl not only attack you, but spew out smaller versions of themselves to snap at your heels. Excellent!

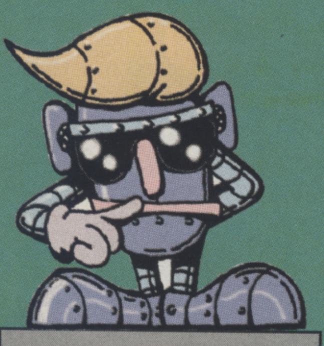




He's not delivering an Easter bunny!



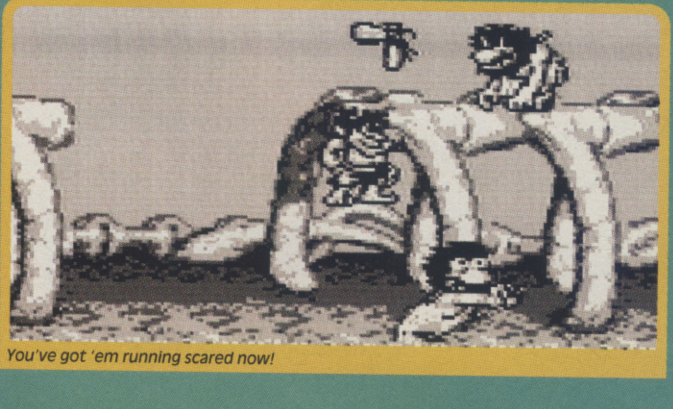
Mine's a rack a ribs to GO!



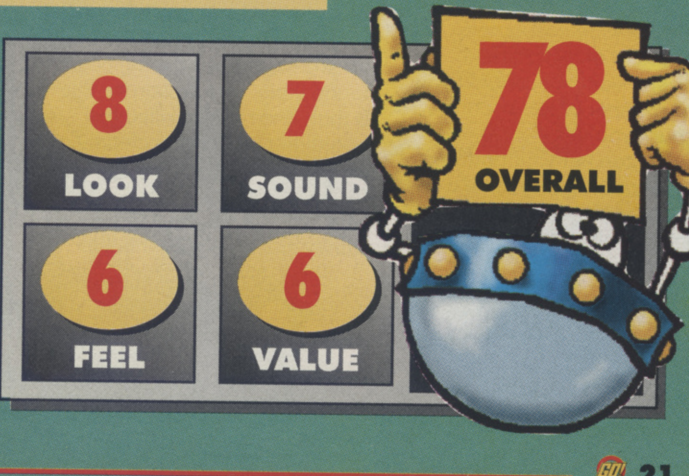
> *Joe and Mac has an easy feel to it and the gameplay is addictively simple. Unfortunately, the complicated backdrops make play a little difficult at times, as some of the sprites can be quite difficult to make out against the busy backgrounds. The gameplay is excellent though and, as long as you don't mind squinting after a while, you should give it a go.*
>
> **PAUL RAND**

ON WITH THE SHOW

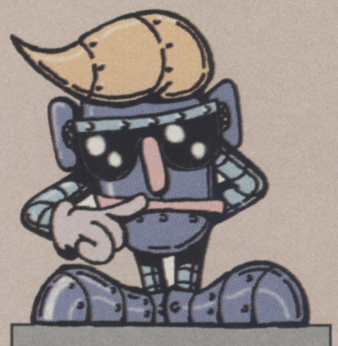
The boys will pick up lots of stone-age type objects along the way and as you progress they'll become more useful. Kick off with the traditional stone axe and gather up boomerangs, wheels, rocks and other fab findings! The guys make the most of everything they collect and can chuck the stuff in almost any direction, including straight up to hit any airborne critters! The dinos come at you at an alarming rate and the temptation to just run for it's overwhelming, but the more you kill, the more bonuses you'll collect and the further you'll get.



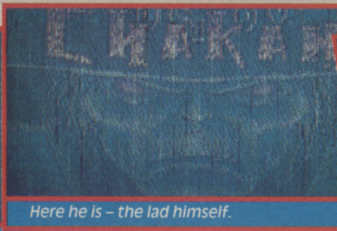
You've got 'em running scared now!

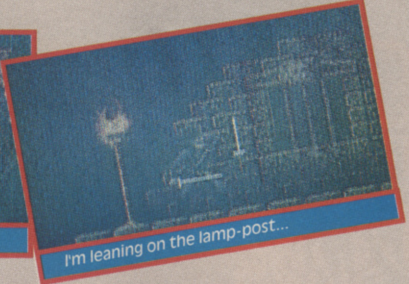


8 LOOK
7 SOUND
6 FEEL
6 VALUE
78 OVERALL



Oooh! Very mystical!


Here he is – the lad himself.


I'm leaning on the lamp-post...

> *Yes, Chakan's hard, but better to be too difficult and take a while to master than too easy and be able to breeze through the game in a day or two, surely! Chakan looks good and has that essential element – challenge. I'd recommend it.*
>
> **PAUL RAND**

Immortality isn't all it's cut out to be. Ask Chakan. A long, long time ago he was a fearless warrior, a legend in his own lifetime. He boasted that he could defeat anyone in battle – even Death himself. Foolish words they were, for Death heard Chakan's rantings and challenged him to a fight to the death, with Chakan receiving the gift of eternal life were he to win. And win he did; Chakan received his prize, but with a nasty twist. He was immortal, yes, but trapped in Hell, with the only means of escape being to destroy the undead beings which dwell there. Life – and death – can be a real pain in the ass sometimes.

CHAKAN

SIX OF THE BEST

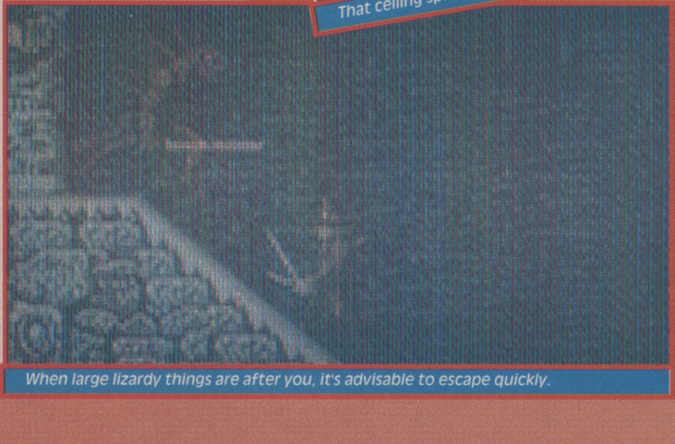
Chakan's journey is a long and arduous one, spanning six levels of death, destruction and general mayhem. Chakan starts his quest on the Navigation level, which is little more than a link between the half-dozen main stages, or portals as they are referred to. Don't think though, that once you find a portal and enter, it's going to be plain sailing. Because it isn't. Oh no. There's a wide and varied assortment of evil undead denizens waiting to submit you to all manner of terrors, and because you've only got one life, you can bet your bottom dollar that it's going to be a difficult enough job surviving one of the portals, never mind all six of them!

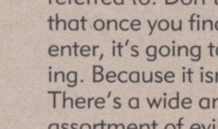
ANY PORTAL IN A STORM

Each of the six portals – Air, Earth, Water, Fire, Ice and Lava – are bloody tricky to complete, and you'll no doubt have a lot of hassle getting even ten feet into each without running into some big horrible baddy that's simply itching to perform unspeakable acts of violence to your personage. You only get one life too, so it's advisable to concentrate on getting to the end of the portal and sorting out the big boss found there. The reason for this is that, once you've killed the guardian, the portal is cleared of all enemies and you can hunt for goodies for as long as you want without the need to constantly look over your shoulder.

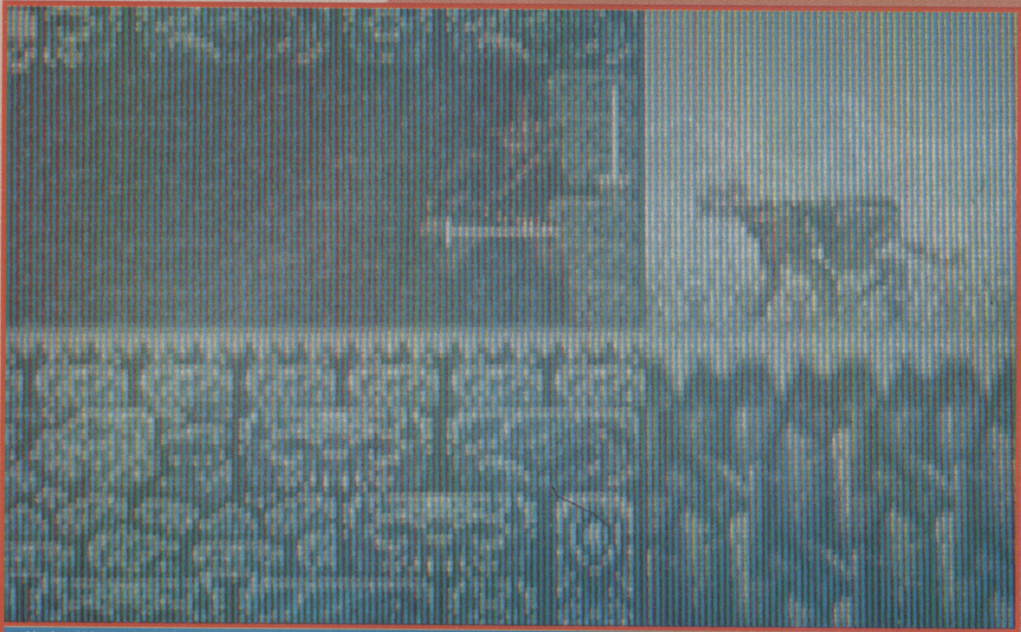
Begone, foul, green beast!

That ceiling spike moves up and down!

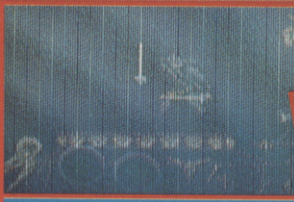

When large lizardy things are after you, it's advisable to escape quickly.



GAME GEAR- £29.99
BY SEGA



Ha-har! You cannot harm me – 'cos I'm hiding in here. Mummy!



Chakan is transported by Death.

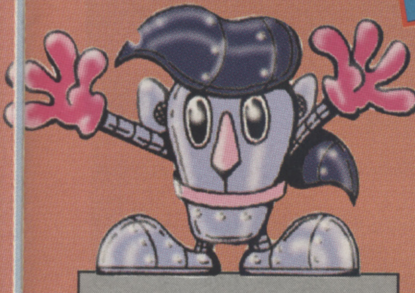
The entrance to portal five.

DON'T GET MAD – GET KILLED!

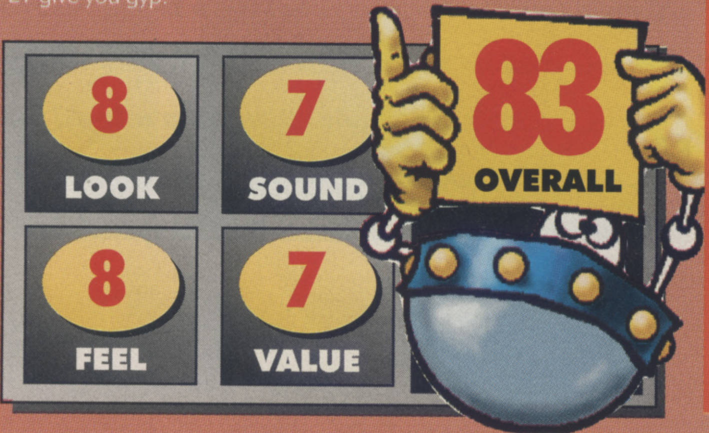
Worried about the kind of nasties you'll meet as you go about your business, are you? If not, you'd better starting cacking your duds right NOW, 'cos this bunch of sadistic stiffs will give you a runaround of gargantuan proportions! Minotaurs, mutated larvae, evil lizards, zombies and gargoyles are all champing at the bit to take you out – and if you get past that lot, there's a rotten great baddy waiting at the end of each stage to REALLY give you gyp!

SUPER SWORDPLAY

He's not crap at dealing out death, this Chakan feller, and being such a star at the old life-destroying game, the lad's got a smart set of swords to hand with which he can hack and slay the countless hordes under Death's influence until the cows come home. Chakan begins his quest with just an ordinary set of double swords, so called because, erm, he's got two of them. He's a bit nifty with 'em too, being able to swing them around in a blur of speed. Further into the battle, though, Chakan can collect Fire Swords which are great against cold creatures but not so tasty against hot ones, and Ice Swords which work the opposite way to their fiery counterparts. There are also the Lightning Swords; these are the best of the lot, as they kick ten shades out of anything with their bolts of pure electricity!



> ***‘It hasn't taken long for Chakan to make the trip from Megadrive to Game Gear, but to be quite honest it hasn't really been worth the wait. Sprites are excellent, although backdrops are a bit dark for my liking, but the real problem lies with the gameplay – it's just too hard and frustrating. A good effort, but could have done with better playtesting.’***
>
> ***STEVE KEEN***



AL? CHEMIST!

Hit the Start button during play and you're whisked magically off to the Alchemy screen. Not only can you change the weapon you wish to use from here (that's always supposing you've found the spare swords) and also look at your high score, you can also perform some well-useful magic tricks if you've picked up the correct potions. Want to know what they are? Take a look below!

– Summons Death, who returns you to the Navigation screen.

– Slows down enemies for a short time.

– Kills all enemies on-screen.

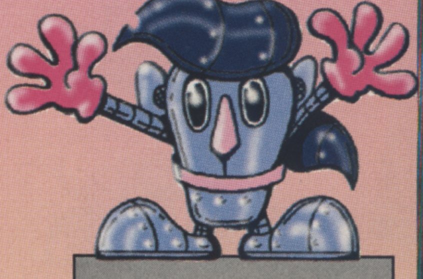
- Mystery Alchemy.

- Shields Chakan from injury.

- Makes Chakan invisible.

- Double damage power to swords.

- Restores Chakan's energy.



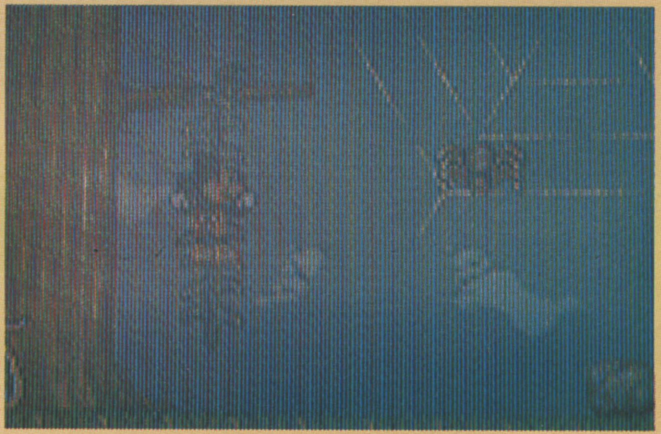
> *‘I don't think Mickey's ever put a foot wrong on the Game Gear, has he? And he's certainly not damaged his rep here. Mickey 2 is not only one of the best looking games on the Gear, it is also one of the most cute, enjoyable and supremely brilliant platformers around. If you don't have this in your collection, get it; if you don't own a Game Gear get, one – It's that good!’*
>
> ***STEVE KEEN***

THE END IS NIGH

If it's way out end-of-level baddies you're after, you need look no further than Mickey Mouse 2 – Land Of Illusion! Right at the very end of each world, you'll come to a wacky guardian which needs doing over well and good before you can escape that area and continue on your way. Hurl boulders at a creature that looks strikingly similar to Pete's Dragon! Flatten a big ghost while avoiding the flames which appear every time you hit the nasty! Bounce off the top of a pack of playing cards that have come to life – and deal out some serious punishment! These and many more terrors await Mickey during his quest through the Land Of Illusion!

GOOD GOLLY! GREAT GRAPHICS!

Remember the stage in Mickey And Donald In The World Of Illusion on the Megadrive, which contained a piano keyboard that played the notes when you stood on them? The self-same keyboard makes an appearance in Mickey Mouse 2 – Land Of Illusion on Game Gear! There are loads of other little graphical treats stuffed into the cart, such as a yo-yo which Mickey must run back and forth on to wind it up and make it rise up its string, carrying our heroic rodent to a higher level. And Mickey himself hasn't missed out in the animation stakes either; leave him alone and he'll blink tiredly for a while, before tapping his foot and then holding his hand up to his eyes and looking into the distance, trying to see where on earth you've gone!



GAME GEAR- £32.99
BY SEGA

WHAT'S BEHIND THE MAGIC DOOR?

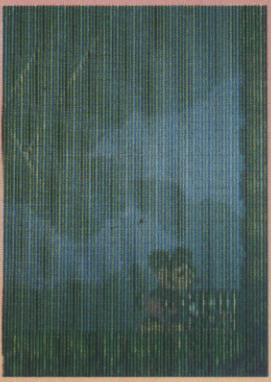
The trick to completing each level is finding the potions at the end of each stage. To begin with, this is an easy enough task; just waltz along the stage, from left to right, and dodge the baddies before finding the phial at the end and picking it up – the cork will pop off and a magic door will appear, allowing you to escape to the next part of the world. Later levels, however, are more cunning – sometimes, the potions are hidden underwater, whilst other levels have you darting in and out of the screens, frantically trying to uncover the exit.

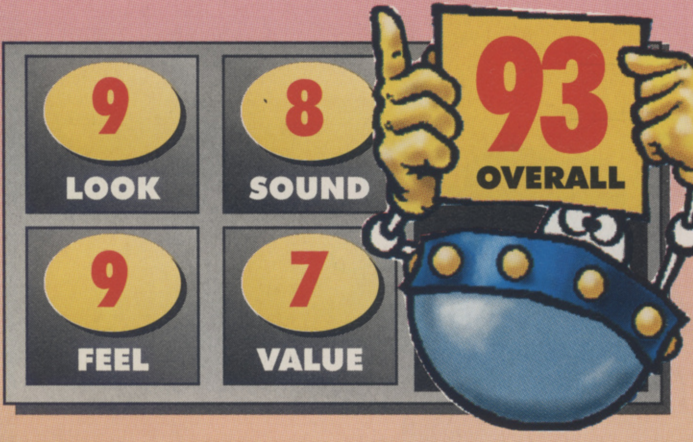
Mickey might have fallen asleep while reading a book of fairy tales, but he's certainly no ducky. He's a mouse and, like all the best animated rodents, he drifts off to a new world, inhabited by an evil ghost. Turns out that this sadistic spectre has nicked the crystal which gave the land its good magic – now, only nastiness abounds. The inhabitants need a saviour; someone to travel the land, sort out the ghost and its henchmen and retrieve the crystal to bring happiness back to the world. And, like a fool, Mickey accepts the challenge. Why can't he just stick to swaying to and fro and playing with his Willie? Steamboat Willie, that is!

MICKEY MOUSE 2 -L

SQUEAK! SQUEAK! GLUG! GLUG!

It's all very well being a mouse on land, but when you've got to dive underwater, things start to get a little tricky. Timing is of the essence in the watery worlds; mice don't have the biggest lungs in the animal kingdom and you can only hold your breath for a short amount of time before you run out of air and shuffle off to that great cheese emporium in the sky. There are pockets of air positioned strategically throughout the underwater stages, but if you go too far past one with just a small amount of air left, it's odds-on that you'll not make it back before running out of breath.





9 LOOK

8 SOUND

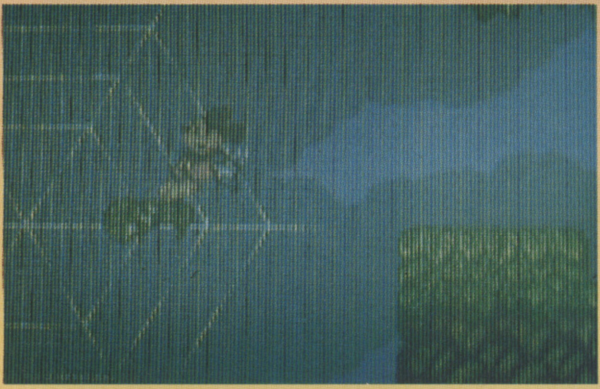
9 FEEL

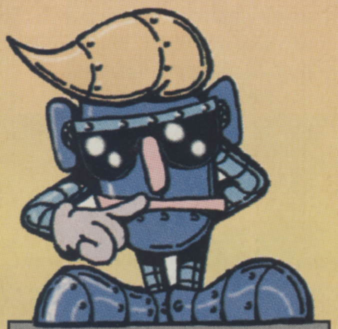
7 VALUE

93 OVERALL

MAUL 'EM, MICKEY!

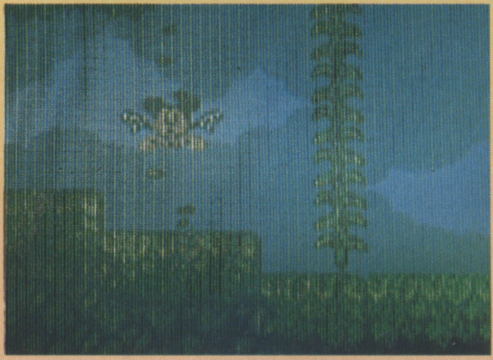
Baddies abound in Mickey Mouse – Land Of Illusion! There's a weird and not-at-all wonderful assortment of nasties to contend with throughout the world, ranging from slithering snakes and wandering worms to buzzing bees, ghastly ghosts and ferocious fish! Most of the land-based meanies can be got rid of by leaping into the air, pressing the jump button while in the sky then landing, bum-first, on top of the creature you wish to crush! Underwater creepies, however, cannot be dealt with in this way and must either be avoided or, if there's an object around, pick it up and hurl it at the baddy. That should get rid of him!

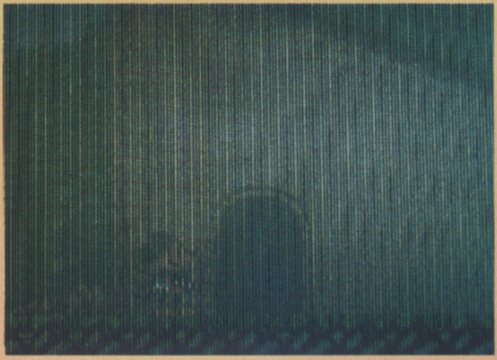


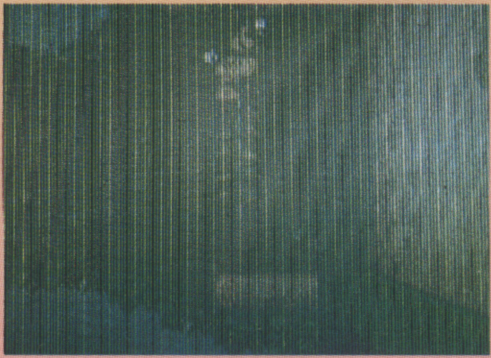


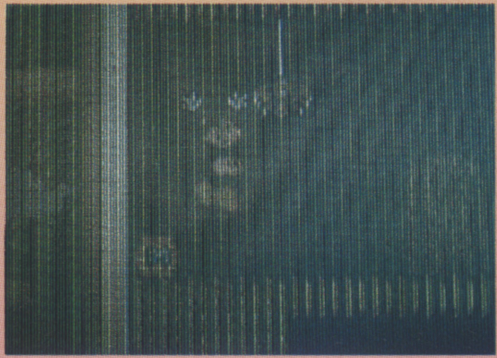
Phew! What a scorcher! Mickey Mouse 2 – Land Of Illusion really shows off the fact that it's a 4Meg cart – graphically it's an absolute gem! Highly detailed sprites and backgrounds with bags of colour strewn all over the shop make you wonder whether it's actually a Game Gear you're playing on! The gameplay's great, too; not overly difficult but sufficiently challenging and very good fun. It's expensive, but Mickey Mouse 2 is a stunner.

PAUL RAND



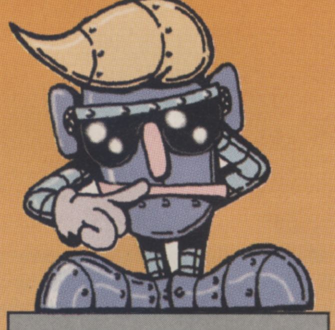






-LAND OF ILLUSION

Rather than equip the entire Earth Defence Core with smart Image Fighters and let us sleep easy at night, our wonderful government has decided to gift the EDC with a fleet of Skoda-like Sad Fighters. Needless to say, when the attack occurred, the sad fighters just dived out of the way and let the entire Gwar Empire through – and now they've gone and taken over the entire Solar System.
Realising its horrific mistake, the government has decided to get you to pilot one of the Image Fighters deep into enemy territory and wipe them out for good – isn't that nice of them? Anyway, your predicament is still as fraught with danger as it ever was. It's you against an entire empire of bad guys and you know that you have to succeed.



> *Image Fight had a lot to live up to if it was going up against the might of R-Type. Luckily though, the game comes out with all its faculties intact. Although graphically it's nowhere near the excellence of the aforementioned shooter, the game is just so simple to get into – just fly up the screen and shoot anything that moves. A brilliant, no-frills blaster from the old school.*
>
> **PAUL RAND**

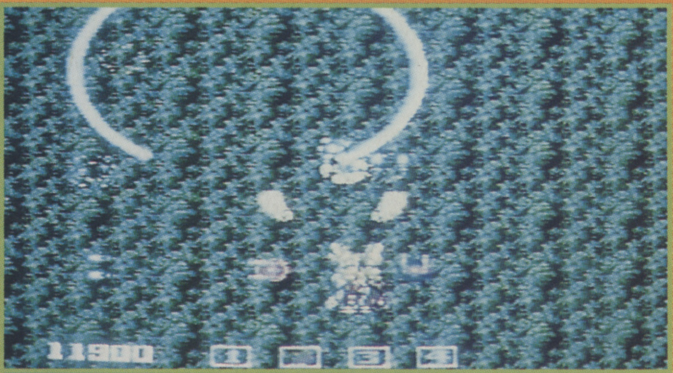
IMAGE FIGHT

PC ENGINE GT - £19.99
BY IREM

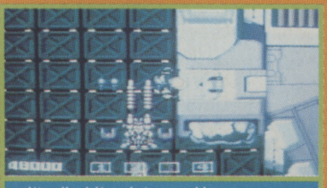
Thanks to...ACE Consoles (071 439 1185) for the review car

THE OLD MASTERS

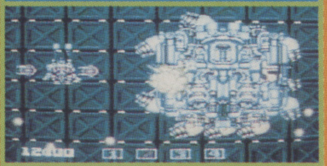
Irem should be pretty familiar with the taste of success in the GT world. The brains behind the utterly superb conversion of the classic R-Type, the company also created the hugely successful cutesy blast, Mr Heli. R-Type was first released on the GT in '89 and quickly became the best conversion of the coin-op to date. To this day R-Type is still recognised as not only the greatest shoot 'em up on the GT, but one of the greatest conversions of anything ever! The only slight bummer with it is that the game was released on two separate cartridges, the first (R-Type 1) containing the first four levels and the second (R-Type 2) containing the last four. So, if you wanted the whole game you effectively had to buy two carts! Mr Heli was another released in late '89. The game was a plain and simple cutesy blast with a chubby chopper at the heart of it. Although a far cry from the sheer violence and furious blast action of R-Type, Mr Heli nonetheless went on to sell by the truckload. And now, it's time for Image Fight...



Aieee! Spinning big weapons of Doom!



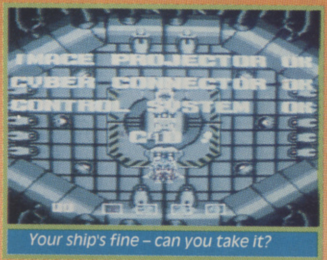
It's all a bit quiet round here...



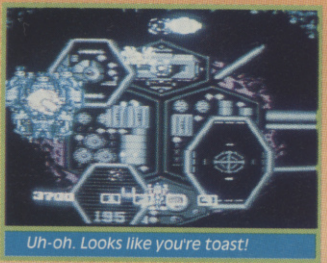
That's one well-armed nasty!

WEAPON WIDGETS OF WONDERMENT

The basic power-up for your ship comes in the form of a rotating gun turret which fires in the opposite direction to which you're flying. Your ship can be equipped with two of these; one will rotate while the other stays in a fixed position. The main power-ups are the 'gun enhancement units' as the manual calls them. These range from rapid shot to whirly bubbles of doom, but make sure you don't pick up a useless power-up as there's no way of swapping it until you die!



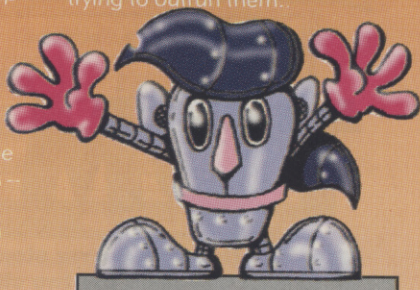
Your ship's fine – can you take it?

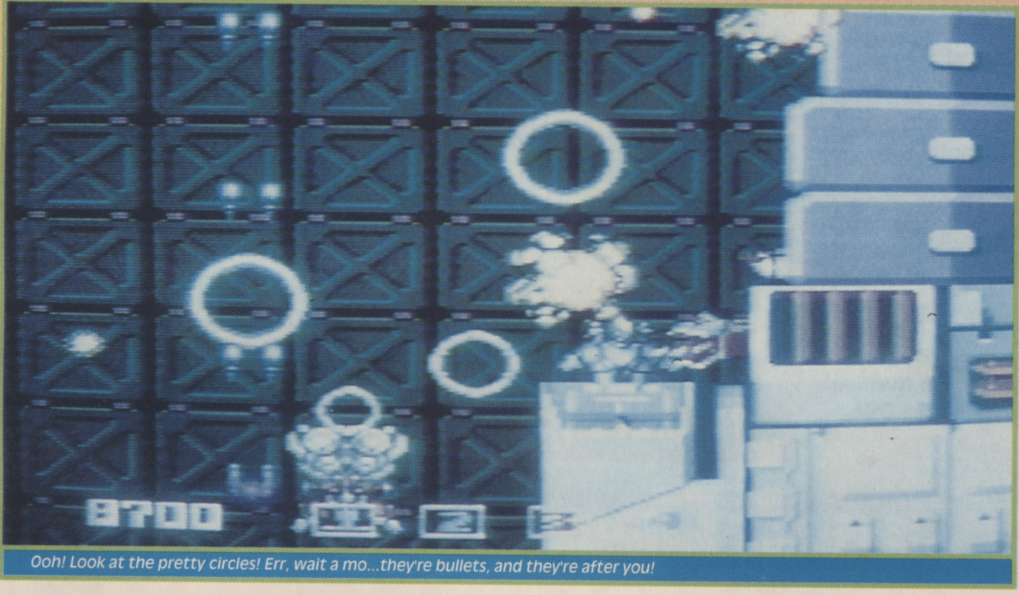


Uh-oh. Looks like you're toast!

WICKED! MEGADOCIOUS!

One complaint of a lot of shoot 'em up players is that when you get a ton of speed-ups your ship can fly around a little over enthusiastically and has a tendency to crash into things. Well, the answer is here. It's a feature which has been used in a few GT shoot 'em ups before – variable speed. Your Image Fighter is capable of flying at five different rates – button one selects the speed you fly at. It may sound like a glorified speed-up option but it's actually vital to your progress. For instance, if you are trying to manoeuvre through a tight space you're better off with a low speed, as it means you're not going to send your craft hurtling into the wall with the slightest tap of the joypad. But if you've got bullets all around you, you're better off trying to outrun them.



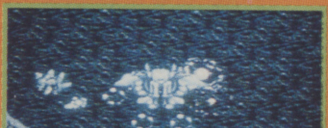


Ooh! Look at the pretty circles! Err, wait a mo...they're bullets, and they're after you!

> *Although it's by no means going to give the mighty Gunhed sleepless nights, Image Fight certainly establishes itself in its own little field – a basic shooty with no knobs on. And believe me, it's nice to get away from the mega plasma laser-enhanced, diamond-edged death weapons and back to plain and simple guns! You can bolt as many features onto a shoot 'em up as you like, but there's no substitute for substance – and Image Fight definitely has plenty of that.*
>
> **STEVE KEEN**

IT'S ALL GETTING A BIT TRICKY NOW

For those of you looking for a challenge in a blaster (and so you should be) Image Fight provides you with four difficulty levels: Recruit class, Leader class, Captain class and CP Staff, Recruit being the easiest and CP Staff the hardest. In Recruit class you get three lives and the enemy craft will be a little more friendly toward you, but crank it up to CP and you'll have just one life and the Gwar Empire will take no prisoners. If this one sounds a little difficult, don't worry; there's three more levels to choose from.



Kill or be killed.

THE END OF THE ROAD?

The Gwar Empire is equipped with some of the hardest ships in the cosmos – just what you wanted to hear, eh? Seeing as there's just five short levels between you and the head of Gwar, the ships guarding the entrances to the next level are a bit beefy. These lads have been given the favourable end of Lord Gwar's bank account with which to kit out their craft. The end-level baddy on stage one features two spiralling rings that stop you getting too close to him; these make it a real git to get anywhere near him, but once you get past he's a goner. The second guardian is a gunship of the highest order, and after that it's on to the real nasties. You think your Image Fighter's hard? Wait 'til you get a load of these boys!

8 LOOK	9 SOUND
8 FEEL	8 VALUE

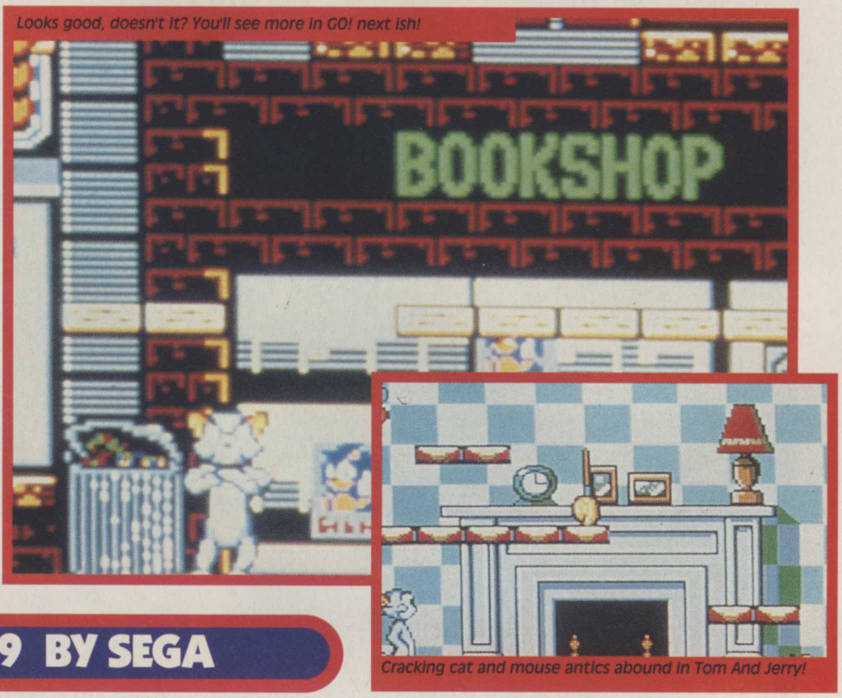
89
OVERALL

PREVIEWS

TOM AND JERRY

Don't these guys ever stop feuding? Well this time, our two chums have got something to fight about – a stack of gold! Whilst searching through the attic, Tom found an ancient treasure map, but before he could lay his paws on the loot his nemesis, Jerry, swiped the parchment and scarpered! So it looks as though you've got the task of catching the little pest and getting to the stash before the rodent can lay his hands on it. Tom and Jerry looks like being a real hoot. The mouse is nearly always on screen and stays just one jump ahead of the sly old puss. Tom pursues him over platforms and traps whilst dodging all manner of harmful objects. Jerry lays mines for the cat to step on and our Tom gets into all kinds of bother with mental brooms, falling light bulbs, spiked floors and tons of other objects and meanies over the five levels. Definitely one to watch out for in GO! next month.

Looks good, doesn't it? You'll see more in GO! next ish!

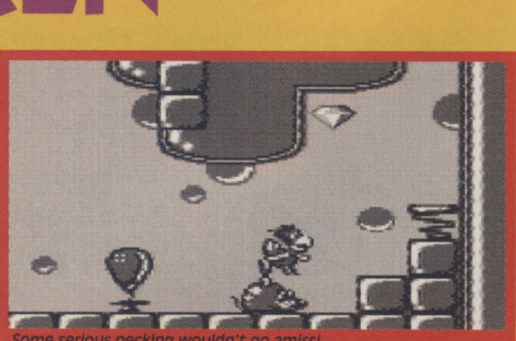


Cracking cat and mouse antics abound in Tom And Jerry!

GAME GEAR £24.99 BY SEGA

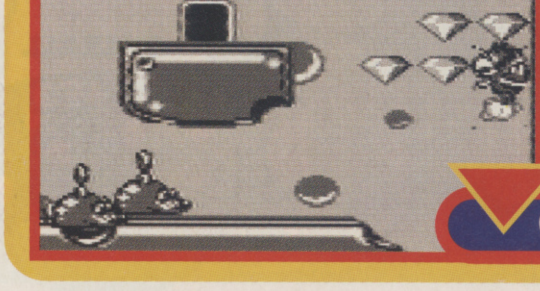
ALFRED CHICKEN

If you've checked out our news section and found a rather strange pic of a floundering chicken, you'll be wondering what it's all about. Well his name's Alfred and he's the latest cute creation from the bods at Mindscape. Alfred The Chicken will be coming to most computer formats, but rather strangely it seems as though the fowl's exploits will be arriving on the Game Boy before all others. Al's been trapped inside a strange world filled with clockwork monsters and weird contraptions with only his beak to protect him. Collect gems and avoid the tons of infuriating creatures and make it to every level's exit to win. Alfred will be making an eagerly awaited repeat appearance next issue, with a full review.



Some serious pecking wouldn't go amiss!

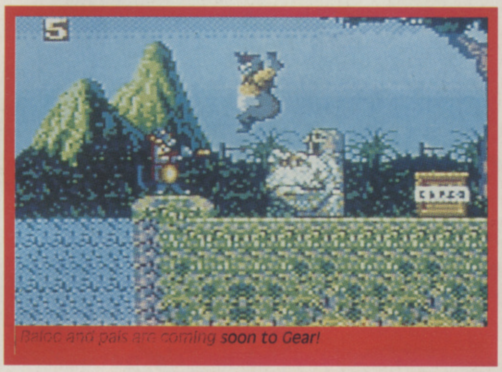
The exit's just in sight, but get those gems first!

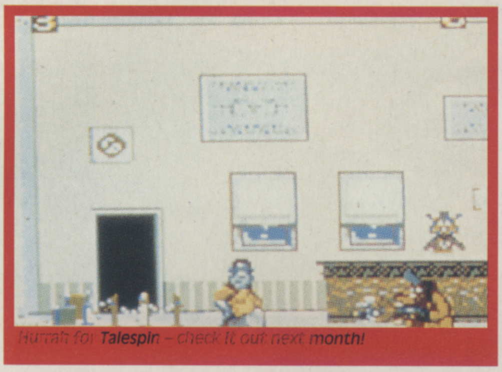


GAME BOY £24.99 BY MINDSCAPE

TALESPIN

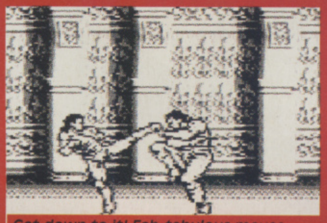
Game Gear platform scrollers are always being delayed, just on the horizon, but one that's closer to release than most is Tale Spin. Although it wasn't too great on the Megadrive the game should be perfect for the smaller Gear. Choose between two cuddly characters, Baloo the bear and Kit the monkey, and trek across country to enter into an air race and attempt to win the star prize. What I want to know is, if they're going to enter an air race they must have their own plane so why are the fools walking through the jungle regions and swamp-infested countrysides of America? Anyway, Baloo's armed with a paddle and ball whilst his tiny co-star is equipped with a lethal catapult. Fish, snakes and other appropriate animals are the order of the day with some fab-tastically drawn locations and graphics. A hit or a miss? You'll have to wait and see.


Baloo and pals are coming soon to Gear!

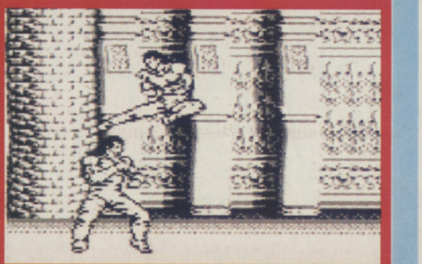

Hurrah for Talespin – check it out next month!

GAME GEAR £24.99 BY SEGA

RAGING FIGHTER

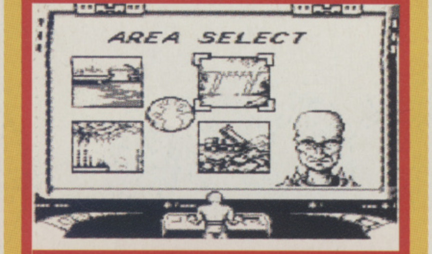

Get down to it! Fab-tabulous moves abound.

What the flippin' heck is this then? Raging Fighter, that's what, the newest one-on-one beat 'em up from Konami and it's on the Boy! Everyone from here to Bangkok has been harping on about the possibility of SF2 appearing on the Game Boy so those clever boffins at Konami HQ have jumped the gun on everyone else and revealed their own hand-held scrap monster instead. To be honest there's more chance of the CVG five-a-side team winning the next World Cup than us ever seeing SF2 on Game Boy, so this is going to be the next best thing for now. Choose between three warriors, each with his own skills and magic, and battle to the death – yoinks! Raging Fighter looks red hot and will be in the pot next month. Whether the game will feature a link up option is not known, but we'll spill the beans very soon!


Time for an uppercut, methinks!

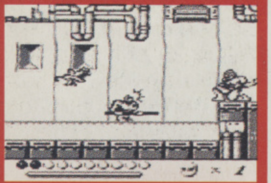
GAME BOY £24.99 BY KONAMI

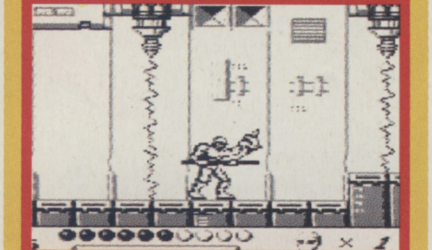
ZEN



Dive into the action wherever you like.

Busy bods or what! Konami have yet another Game Boy release on the cards and yet another adventure. The mystically titled Zen is keeping a low profile at the moment and not a lot is known about the background or plot. However, GO! can reveal that the cart is a futuristic platform shoot 'em up with you taking the role of a bald-headed mercenary loaded to the ground with all kinds of space-age weaponry. The hairless one has to combat his way through five stages of sci-fi locations and fight off all manner of robotic agents and repulsive reptiles. The guy will come up against a mixture of human, alien and undeterminable opponents and a great deal of techno wizardry on his quest. If you want to know any more about him you'll have to wait for a future issue of GO! to find out!


You don't mind getting your codpiece wet then


Watch those beams and your shoulders.

GAME BOY

£24.99 BY KONAMI

NEXT MONTH!

Something *FISHY* is afoot -

and you'll have to wait until the jaunty July issue to find out what it is

You'll be piscine yourselves over the top games we've got lined up for you! GO! June 15th. Free with CVG.

EVERYTHING ELSE IS SMALL FRY!

MORE TIPS THAN YOU CAN SHAKE A STICK AT!

A veritable cornucopia of Megadrive tip delights are now yours for the asking. Marvel at the MEAN MACHINES Megatech Megadrive Megatips book, on sale at all good newsagents from December 15th, priced £2.95.

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